Philip Charles Smith II

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PROFILE

A tenacious and innovative postgraduate Games Technology student, with well-developed programming skills and practical IT experience. Currently looking to pursue a PhD to broaden my expertise in the areas of computer science with particular emphasis upon game design, interdisciplinary games development, and games with a purpose.

IT SKILLS & PROJECTS

Programming Languages: Java, C, C#, C++, Python, Verilog, Dart (Flutter), SQL, NoSQL

Software Packages: Visual Studio, Android Studio, GitHub, Pycharm, CLion, Figma, Firebase, MS Office, Unity

Engine

Operating Systems: Windows, Linux, MacOS

Projects:

Portfolio Link: https://pjsmith97.github.io/

WORK EXPERIENCE

Stablehouse Ltd. Intern 2021

Assisted in building the FAQs page for an upcoming app, and compiled a report and online course guide on
cryptocurrency for new employees entering Stablehouse. I also helped compile market research of other similar apps
and created dynamic prototypes of their points of sale using Figma.

Bermuda Technology Leadership Forum

Project Technical Manager

2021

Participated in a group project to create a location-based, accessibility app for Bermuda. As Project Technical Manager, I
oversaw and coordinated the programming aspects of the project. I was also responsible for helping set up the database
and led the effort of front to back-end integration.

Bermuda Tae Kwon Do Association

Volunteer Assistant Instructor

2011-2015

Taught students in both the junior (≈ ages 4 to 17) and senior classes (ages 18+ and higher belt ranks). Ran drills and led opening and closing ceremonies of each class.

EDUCATION

City, University of London

MSc Computer Games Technology

2021-Present

- Modules included: Object-Orientated Programming in C++, Games Development Process, Computer Games
 Architecture, Computer Graphics, Advanced Games Technology, Digital Signal Processing and Audio Programming,
 Neural Computing
- Interim Grade: 73.6 Average (Distinction: 70)

University of Toronto 2015-2020

Bachelor of Science (Hons) Specialist Computer Science

- Specialist focus on Games Design
 - Courses included: Video Game Design (A); Calculus II (B-); Design of Interactive Computational Media (A+);
 Introduction to Artificial Intelligence (A+) (Mastery); Data Computation and Mind(A+); Introduction to Cognitive Science (A-); Science Fiction (B+); Software Design (B); Linear Algebra I (B); Cinema and Sensation II (A-); Pulp Fiction (A-)
- Final Grade: Cumulative GPA: 2.97, A-level: B+

Bermuda High School, Bermuda

International Baccalaureate

2013-2015

• International Baccalaureate (IB) (31 Points) - HL Mathematics, Economics, Business; SL Biology, English, Spanish

ADDITIONAL INFORMATION

Tae Kwon Do: Member of the Bermuda Tae Kwon Do Association; 2nd degree black belt

Conferences: Attended Model United Nations and Student Diversity Leadership Conferences.

Music: Played violin and piano and have passed preliminary exams

Interests: Table-top role playing games, Taekwondo, Video Games, reading