



Rhys Duff

Game Engine Programmer

👤 Profile

Dedicated games programming student with several years of personal and educational experience in games programming as well as skills in leading and managing multi-disciplined teams, excellent communication skills and software design and engineering. Always looking for new skills to learn and committed to providing high quality results.

🎓 Education

(Expected) 2:1 Computer Games Technology, University of Abertay Dundee, Dundee

September 2019 — May 2022

Notable Grades Achieved:

- CMP418 - Programming Animation Systems: A+
- CMP303 - Network Systems for Game Development: A+
- CMP105 - Game Programming: A+
- CMP301 - Graphics Programming with Shaders: A
- CMP201 - Data Structures and Algorithms 1: A
- CMP202 - Data Structures and Algorithms 2: A
- CMP305 - Procedural Methods: A
- MAT301 - Mathematics and Artificial Intelligence, Unit 1: A

SQA Highers, Trinity Academy, Edinburgh

August 2016 — May 2017

- Computing: A
- Maths: B
- Physics: B
- English: B
- Business Management: B

💼 Employment History

Customer Assistant at Tesco PLC, Dundee

June 2022 — October 2022

Provided a safe shopping experience, ensuring stock was up to date and to code, as well as providing till service in a high paced shopping environment, located at the heart of Dundee. Further assisted disabled customers complete their weekly shop and developed relationships with regular customers.

Skills developed as a customer assistant at Tesco include;

- Customer Service
- Assisted Disabled Customers
- Communication

Details

Edinburgh

Scotland

07795422756

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Links

[Portfolio Website](#)

[DARE Academy](#)

[Professional Project](#)

[LinkedIn Profile](#)

Skills

Programming C++, C# and HLSL

DirectX 11 & 12

Data Structures and Algorithms

Animation Systems

Applied Mathematics

OpenGL 4.6

Debugging; PIX, NSight and Render Docs

Communication Skills

Team Management

Blender

Hobbies

Learning French

Personal Game Engine

3D Modelling

Game Jams

Cooking

Walking

Films

Languages

English - C2 (Native)

French - A2

Online Shopper at Sainsburys PLC, Dundee

October 2018 — June 2021

Picked food items in addition to general home products requested by customers through the online shopping system. Some skills developed included;

- Identifying best quality products
- Adjusted stress in high demanding situations
- Worked cooperatively to fulfil orders on time

Additionally, assisted as an Online General Assistant where I developed further skills including;

- Processing online orders
- Arranging heavy totes into drop order
- Assisted drivers delivering orders to the customers.

General Assistant at Sainsburys PLC, Edinburgh

October 2016 — July 2017

Developed fundamental skills in assisting customers with queries including;

- locating items on the shop floor
- Reducing product pricing
- Identifying poor product quality or shelf life
- Working with team members efficiently
- Ensured customer's overall safety and well being within the store

🔧 Courses

Computer Games Technology BSc (Hons), University of Abertay Dundee

September 2019 — May 2023

🏆 Extra-curricular activities

DARE Academy at SnakeBride Software, Dundee

June 2022 — September 2022

During the summer of 2022, I participated in the DARE Academy competition, joining SnakeBride Software as a general programmer/producer and helped the team reach the finals. We travelled to London and showcased Up For Delivery at EGX to the general public and developers from the games industry.

My tasks as a producer included;

- Breaking problems into manageable sub-tasks
- Holding 10-15 minute stand up meetings
- Prioritising tasks
- Ensuring everyone on the team were happy and in the development loop

As a general programmer, I helped produce;

- Procedural Clouds
- Particle Systems

- Volumetric Lighting and Fog
- Intractable water shaders
- Procedural animated and shaded foliage
- Responsive environment structures

Treasurer at Abertay Game Development Society, Dundee

September 2019 — May 2020

As the treasurer of Abertay's Game Development Society, my responsibility extended beyond maintaining the society's budget and included;

- Ensuring students health and safety during game jam events.
- Volunteering at the Global Game Jam of 2020.
- In addition, my role involved securing guest speakers such as Ninja Kiwi's Executive Vice President, David Hamilton.

★ **Additional Skills**

Professional Project, Dundee

January 2022 — May 2022

The professional project is a core milestone in the game development courses at the University of Abertay Dundee. The aim of the module was to develop a game in a multi-disciplined team using regular feedback from the client to iterate and evolve.

Skills I developed during this time include;

- Team Management - Organising individual's tasks and identify bottlenecks in the development process.
- Team Leading - Ensuring team members understood agreed upon goals for the week and made sure everyone was listened to
- Time Management - This was imperative to ensure estimations on complex tasks where procured appropriately and realistically.

📖 **References**

Gareth Robinson from Abertay University Dundee

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