RICHARD BELOVIC

Computer Science Graduate and Indie Game Developer

Phone: +44 (0)7397 153326
Email: richardbelovic@gmail.com
Portfolio: www.richardbelovic.github.io/portfolio
LinkedIn: linkedin.com/in/richardbelovic/

Keen Computer Science Graduate with a passion for game development, currently looking for an entry level game programming job. During the completion of my Computer Science degree, I improved my game development skills by working in my spare time on multiple Unreal and Unity game projects. These can be found on my portfolio.

EDUCATION

Lancaster University, BSc Hons Computer Science (2018-2021)

- First Class degree classification (76%)
- Third year dissertation was based on predicting indoor temperature and implementing multiple machine learning models. It involved evaluating the effectiveness of available data features, and comparing machine learning models.

Notable Modules:

- 110 Software Developments (projects)
- 120 Fundamentals of Computer Science (mathematics)
- 212 Advanced Programming
- 210 Group Project
- 204 Software Design
- 306 Internet Applications Engineering
- 311 Distributed Systems
- 361 Artificial Intelligence

Buckinghamshire UTC (2014—2018)

GCSEs, September 2014 – July 2016
IT BTEC Level 2: Double Distinction

- Maths: A
- Physics: B
- Computer Science: A

Level 3 Extended BTEC, September 2016 – July 2018
IT BTEC Level 3 Extended Diploma: D*D*D*

TECHNICAL SKILLS

- Python and Java, learned as part of CompSci degree
- C++, 7 months of Unreal Engine 4 C++ projects
- C#, 11 months of 2D and 3D Unity Projects
- Experience with source control using Perforce and Git

GAME PROJECTS

Name: Super Asteroids (University project) **Genres:** 2D, Side-Scroller, Space Shooter

Roles: Team Leader, Game Design, Physics/UI Programming

Desc: Managed and worked with a group of five members over an academic year to create an expanded Asteroids-esque game. I organised, ran meetings and made sure we were on schedule alongside implementing UI and working on main game mechanics using the JSFML library in Java.

The following projects were all created working as a team of two—artist (Angus Jardine) and programmer (me). We were both involved in Game Design, Sound FX and Level Design.

UNITY

Name: Johnny's Deathwish (PC) **Genres:** 2D, Side-Scroller, Platformer

Desc: A 2D platformer where the player has to get to the end of each level, which were made to be challenging and have a variety of traps. I programmed a satisfying 2D movement system with wall jumping and sliding, two bosses, an array of traps to design levels with and a save system.

Name: 6 Bodies (PC) **Genres:** 3D, First Person, Horror

Desc: A short horror game demo made as our first 3D game. I programmed a hunter AI that patrolled a large basement, a key + door + inventory system and worked on the game's lighting. Also implemented multiple scares for the player to come across.

UNREAL ENGINE 4

Name: Big Boys (PC) **Genres:** 3D, Multiplayer, Third Person, Brawler

Desc: First UE4 game—small multiplayer brawler project for my friend group. We had made 3D models of our entire friend group which we played as with the main focus of hitting each other off the map. The purpose of the project was to learn Unreal Engine 4, with an emphasis on networking and replication to implement multiplayer features.

Name: Unnamed Norse Project (PC) **Genres:** 3D, Third Person, Hack and Slash

Desc: 3D third person project made to create a polished character controller, with a basic wave defence gamemode to show it off. A WIP collaboration project where I am leading a team of four people, using Perforce as our source control. I was involved in creating a polished 3rd person controller, mainly focusing on foot IK, and coding the backend for the animation, movement and combat.

HOBBIES

Some of my favourite games are Planetside 2, Path of Exile and Battlefield 4. As a member of the Rainbow Six Siege e-sports team, I represented the University during National tournaments—winning three and placing second three times. Other than playing games, I enjoy going to the gym, swimming, and hiking.

REFERENCES

Professor Adrian Friday, Head of Department, Professor of Computing and Sustainability

Third Year Project supervisor

Email: a.friday@lancaster.ac.uk