Rory Simpson

🌐 Portfolio website   ✉ roryjns123@gmail.com   in linkedin.com/in/rory-simpson

Education

University of Birmingham | Birmingham, UK | September 2022 - June 2025
Artificial Intelligence and Computer Science BSc - Current grade average: 70%

North Bristol Post 16 Centre | Bristol, UK | September 2020 - August 2022
A-levels in Computer Science (A), Maths (A) and History (A)
Cambridge Pre-U qualification (equivalent A)

Fairfield High School | Bristol, UK | September 2015 - August 2020
10 GCSEs at grades 8-9 including Maths and English

Projects

Rhyver
A 3D rhythm game with online leaderboards inspired by Guitar Hero, developed independently in Unity and written in C#. It was submitted for my programming project for Computer Science A-level and achieved 69/75 marks.

Game jams
Took part in two game jams for the UoB game development society, where I independently designed and programmed two games in C# using the Unity engine. Each game had to fit a certain theme and was made within a week. They both scored first place in their respective jams.

Spotify web application 'Lowertones'
Worked in a team with other students to develop a full-stack Angular web application that allows the user to discover new artists and add their music to their playlists directly in the app. My role was to implement user preferences and accessibility options and store these in our database. We used Gitlab for source control throughout development.

Design of a sustainable transport rewards application
Worked as part of a team to deliver a comprehensive design document for a mobile app to incentivise users to walk, cycle or use public transport to reduce carbon emissions. I worked on the requirements and specification of the system, CRC cards and class diagrams, made component diagrams for proposed server architectures and made an informed final decision on which architecture would be used. The project achieved a 2:1.

Final year project
Currently developing a top-down shooter game that implements an adaptive difficulty system combined with procedurally generated dungeons. The project will include a literature review of existing approaches to dynamic difficulty adjustment and document the implementation of all core systems in the game. It is due to be complete in mid April.

Technical skills

Languages: C#, Java, Python, HTML, SQL
Tools: VS Code, IntelliJ IDEA , GitLab, Git
Technologies/frameworks: Unity, Angular, PostgreSQL

Other experience

University of Birmingham | Birmingham, UK | May 2023 - June 2024
Publicity officer/console representative for UoB Video Games Society

Created an Instagram account for the society as part of a rebranding effort. I was responsible for producing the marketing materials and making weekly posts to bring attention to our society events, as well as other materials such as for an inter-society quiz towards the end of term. Additionally, I organised two console-based tournaments during the term, communicated with the student guild to acquire a PS5 console and games for the society and helped fellow committee members with setting up and packing away equipment for our weekly in-person sessions.