Scott Knapp CV

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Portfolio Website - https://scottknapp.me

Personal Profile

An enthusiastic and motivated individual who has an interest in low level programming. A second-year student looking to complete my placement year with your company so I can gain some industry experience before finishing my degree.

Skills

• Programming – C++, C#, Python
• Problem solving
• Unity
• Unreal 4/5
• JetBrains software
• Office suite
• Teamwork
• Leadership
• Time management
• Communication
• Positive attitude
• Debugging and testing

Education

University of the West of England 2021 - Present

Current modules studying

More Games in C++ (Modern C++ & SFML)

Play and Games (Essay writing, Designing Board Game)

Game Engine Architecture (Unreal 5 & Unity)

Game Level Design (Unreal 5 & Blueprints)

1st year Modules

I came in the top 3 students in my year

Games in C++ (Retro games, C++ & SFML)

Games Tech 101 (AI & Game creation in Python)

Game development Evolution (Mobile game design & Game design Theory)

Principles of 3D Environments (Maya & Unity)

City of Bristol College Ashley Down 2020 -2021

Level 3 Business diploma access to higher Education grade D, D, D

Completed 18 modules in business management, business finance and statical and mathematical methods.

City of Bristol College Green 2019 -2020

GCSE in English and Math grade 5-7

Hobbies & Interests

 • Warhammer – I enjoy both 40k and Age of Sigmar. This includes Models and Video games. It's a franchise I love. My favourite games from the franchise are Dawn of War Soulstorm, Space Marine and Chaos Gate Daemonhunters.

• History & Mythology – I love learning about the past, whether it's Wars, culture, ancient or recent. I have a soft spot for mythology. I love fantasy/unrealistic scenarios, so the idea of ancient gods/powerful weapons intrigues me greatly.

• Gaming – I play a variety of games, but my favourites are League of Legends, Hearts of Iron IV and Minecraft. Although they cover a variety of genres, I greatly enjoy Strategy games, needing to adapt as the game progresses keeps me engaged and wanting to continue playing.

• Technology – I enjoy building computers, although I don't do so often. And learning about advancements in technology, whether it be robotics, AR or common hardware like CPU/GPUs, I find enjoyment in knowing my subject is constantly evolving.

References

Lloyd Savickas

Programme Leader

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