

Joe Simpson

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Professional Summary

A passion driven programmer with experience in developing, teaching and presenting various different programming projects across multiple different languages. With a first class undergraduate degree in computer games programming, achieving 100% in C++ programming and multiple 80%+ grades for projects.

Professional Experience

??? - Week Work Experience.

04/2018 - 04/2018

Shadow developer, working on amazon AWS buckets, etc
Assigned a 3 day project related to ticket display, push, etc
Successfully presented the project at the end of my work experience

Heathside- Volunteer

01/2017-01/2018

Run and organise an after school computer science club.

Aimed mostly at GCSE students for assisting in studying for exams and supporting any programming needs.

Create basic tutorials and ??? for years 7 - 11 for teaching different coding in both scratch and python.

Accomplishments

Game engine.

100% in first year module(C++ programming)

9 in computer science GCSE

A in A-Level computer science

85% in group 3rd year coursework

Graduated with a first class degree

Multiple 85+% grades on 3rd year coursework

SKILLS

C++/C# programming skills
OpenGL/GLSL
Python
Javascript
Github
Visual studio
Bullet Physics engine
Unity game engine
Unreal game engine

AWARDS

First class bachelor in
computer games
programming at kingston
university
A in A-Level computer science
9 in computer science GCSE