# SOHAIL TURNER | COMPUTER SCIENTIST

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## About me

A Computer Science graduate with BSc and MSc from multiple Computer Science with Games Development degrees. with experience in a variety of languages e.g. C# and C++. Seeking a full-time Software Developer position to further develop my communication and management skills and apply new ideas to real-life industry challenges. Through University I found a passion for programming and this helped me develop an understanding across various programming related areas such as AI and entity based application architecture. Willing to relocate and travel if given the opportunity.

## Technical Skills

- **C# / C++**
- **Javascript**
- **Unity**
- **DirectX/OpenGL**
- **HLSL / GLSL**
- **2D / 3D Maths**

- **Threading / Concurrency**
- **VR / AR**
- **Games Engine Design**
- **Agile Development**
- **OOP**
- **Networking**

## Education

**University of Hull** - *MSc Computer Science for Games Development (awarded Merit)*
September 2020 - January 2022

- Explored and created efficient, robust and real-time applications in C++.
- Built on and extended knowledge of understanding and using practical tools to create real-time 3D graphics via programmable graphics hardware.
- Gained an understanding of the theory and skills relating to implementing various Artificial Intelligence algorithms.
- Extended knowledge of software architectures used within modern systems and how to use these.
- Understand game engine design challenges such as CPU / GPU bottlenecks and produce solutions.
- Worked within a team and followed the principles of Agile to produce an interesting and captivating game for use on open days.
- Introduced to concurrency and being able to use hardware in a way to optimise and create software which runs concurrently to take full advantage of the hardware.
- Built an understanding of various modern software design patterns and architectural patterns for use in Game and Non-Game related software.

**Osnabrück University-Erasmus** - *Cognitive Science*
September 2018 - August 2019

- Introduced to a variety of aspects related to creating a fully functional Artificial Intelligence
- Studied German whilst becoming more independent and experienced living in a new place and enjoying different cultures.

**University of Hull** - *2:1- BSc (Hons) Computer Science for Games Development with Year Abroad* September 2016 - May 2020

- Developed a VR game in Unity as part of my final year project which obtained a first class mark of 75/100.
- Competent programmer and an ability to breakdown what is required within a software project
- Familiar with technologies widely used within the Games industry such as Unity and DirectX along with a good understanding of the Graphics pipeline of each.
- Developed an understanding of creating an abstract Games Engines alongside building complex systems which use modern software practices such as OOP and Singletons.
- Built on the knowledge of the process of planning a game and what is needed to create an interesting and captivating game along with keeping the game ethical
- Able to use a variety of different APIs and integrate them into the same application.

**Haslingden High School** -- 11 GCSEs A-C - September 2009 - May 2014

**Oldham --** 2 A-Levels A-C and BTEC D*- September 2014 - May 2016

## WORK EXPERIENCE

**Young Leader: Ethos**– December 2021 -

**Elior:Contract catering**– February 2016 – January 2021

- Initially worked within the kiosks of the AJ Bell Stadium then promoted to a team leader and worked at various venues around the country:
- Overseeing and leading teams to be efficient
- Responsible for money
- Ability to innovate and find solutions for problems encountered
- Developed excellent interpersonal and communication skills to up sell products and provide an excellent experience for customers
- Flexible and ability to adapt to any jobs required

**Hull University Ultimate Frisbee President** – September 2019- May 2020.

- A member of the club throughout University, in the final year elected president. The role involved:
- As president, the principal role was acting as interface between the Union and the club.
- Responsible for organising events, tournaments and liaising with other teams and Universities.
- Developed interpersonal, communication, organisational and empathetic leadership skills to make all members feel included and involved.

**Hull University Union** – September 2017- May 2018.

- Employed as part of the Entertainment Team of Hull University Student Union. The role involved:
- Promoting events within the Union specifically the University nightclub Asylum
- Improved on confidence and interpersonal skills through having interact with students when promoting events
- Control access and supervise the entrance to make sure students had an enjoyable experience

## ACHIEVEMENTS

- Duke of Edinburgh (D of E) Bronze and Gold award
- National Citizen Service (The Challenge)
- President of a University sports club
- Accredited member in British Computer Society

## References - Available on request