

# Sohail Turner

Software Engineer

## CONTACTS

Location: Rochdale

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## SKILLS

### PROGRAMMING

Confident:

- C++ • C sharp • HTML
- CSS • HLSL • GLSL
- Threading • OOP

Familiar:

- JavaScript • SQL

### SOFTWARE

Confident:

- Git • Visual Studio 2017-2019
- Jet rider • Visual Code • Unity
- Parasoftware • Oculus • OpenGL
- DirectX • Agile

Familiar:

- Bootstrap

### SOFT SKILLS

- Leadership • Customer Service
- Interpersonal Communication

## ACCOMPLISHMENTS

Duke Of Edinburgh Gold Award

Sept 2014 - June 2016 | Oldham, England

I attained standards of achievements and endeavored in a number of active interests such as:

- Serving my community
- Learning a new skill
- Adventuring outside my comfort zone

## HOBBIES

Ultimate Frisbee

Leetcode and CodinGame challenges

Games Development

ShaderToy

Reference available of request

## ABOUT ME

Recent Computer Science graduate who is ambitious and detail-oriented; Experience in a variety of languages e.g. C Sharp and C++. Seeking a full-time Software Developer position to further develop my soft and technical skills and apply new ideas to real-life industry challenges. Collaborative and adaptable work ethic, with the ability to break down a complex problem and provide an easily understood solution. Willing to relocate and travel if given the opportunity.

## EDUCATION

### UNIVERSITY OF HULL

MSC IN COMPUTER SCIENCE FOR GAMES DEVELOPMENT

Grade: Merit | Sept 2020 - January 2022 | Hull, England

- Created efficient, robust, and real-time applications in C++.
- 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.
- 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 optimize and create software that 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.

### UNIVERSITY OF HULL

BSC IN COMPUTER SCIENCE FOR GAMES DEVELOPMENT

Grade: 2:1 | Sept 2016 - June 2020 | Hull, England

- Introduced to technologies widely used within the Games industry such as Unity and DirectX along with gaining an understanding of the Graphics pipeline of each.
- Developed an understanding of creating abstract Games Engines alongside building complex systems that use modern software practices such as OOP and Singletons.
- Able to use a variety of different APIs and integrate them into the same application.

## WORK EXPERIENCE

### HOUSE IN UK | WEB DEVELOPER

September 2021 - November 2021 | Rochdale, England

A real estate agency specializing in Rent-To-Own

- Used CSS and HTML to adapt web pages for 2 WordPress websites.
- Writing JavaScript scripts to create functionality for a Rent-to-Own calculator.

### ETHOS | YOUNG LEADER

December 2021 - June 2022 | Rochdale, England

A social impact company

- Took the lead on various projects and responsibilities including outreach to organizations to enable possible collaboration and expansion of the Ethos network. One outcome of this outreach was a networking event in Preston. The event involved meeting and networking with local organizations, schools, and businesses to provide opportunities to local young people.