Glenn Kirk

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Available at 2 weeks' notice

Background

A highly motivated individual, dedicated to problem-solving and writing clean and efficient code. I enjoy working on all aspects of game programming, with a focus on gameplay and graphics. I have experimented with most game engines, and have AAA experience with Unreal Engine 4 and Unity 3D.

I have been working on a number of virtual-reality projects over the last year, and have taken a keen interest in the new set of challenges and opportunities it provides to the games industry.

Employment History   *Full employment history available upon request*

Freelance VR Programmer (Remote)

(February 2019 – Present)

- Gameplay and graphics programming for a number of clients
- Working with Unreal Engine 4, Unity3D, and Godot game engines
- Working with clients to design and implement core functionality

Project Lead / VR Programmer / Designer (Remote, Contract), Holonautic

(November 2018 – Feburary 2019)

- Planning the direction and timeline of a new VR project
- Organising a small team by providing a task list of required features
- Setting deadlines and making sure the team met those deadlines
- Gameplay and graphics programming in Unity 3D
- Designing the gameplay, levels, and features

Freelance Programmer (Remote)

(May 2018 – November 2018)

- Gameplay and graphics programming for a number of clients
- Working with Unreal Engine 4, Unity3D, and Godot game engines
- Understanding client needs and providing a timely solution

Placement Programmer, Sumo Digital Ltd.

(May 2016 – August 2017)

- Developing a AAA console title using Unity3D and Unreal Engine 4.
- Working in a variety of programming disciplines, including gameplay, physics, UI, and audio programming.
- Working closely with the design, art, and audio teams to meet milestone targets

Education

University of Central Lancashire
(September 2014 – 2018)
BSc (Hons) Games Development – **First-class**

Belfast Metropolitan College
(September 2012 – June 2014)
BTEC Level 3 Extended Diploma in Software Development – D*D*D* (Distinction*)

Awards

2017 **Part 1 winner; Part 2 winner (And previous years 2016, 2015)**
IBM Master the Mainframe
2015 **School Prize for Best Overall Performance in the First Year in Computing**
University of Central Lancashire

Key Skills

LANGUAGES	Fluent: C++, C#, HLSL/Cg, JSON, Lua, Java
	Experience with: C, Assembly, JCL, COBOL, VB.Net, HTML, JavaScript
SOFTWARE	Unreal Engine 4, Unity 3D, Perforce, Plastic SCM, Git, Windows/Linux operating systems, SFML (Library), Direct X, OpenGL, Visual Studio, VSCode

Hobbies and Interests

In my spare time I enjoy tinkering with different game engines, working on my own small projects, and hanging out with my Border Collie pup called 'Pip'. I also enjoy hiking, photography, and sailing.

References

References are available upon request.