Aki Wainwright

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Profile

Computer Games Development graduate with First-Class honors, experience in C++ and C# with using object-oriented programming, debugging, and version control to complete projects. Completed projects have a strong emphasis in game development but also have basic networking and game AI behaviours, demonstrating strong problem-solving abilities and teamwork. Ready to bring technical expertise to a programming role and continuously expand skills.

Technical skills

- Programming languages - C++ and C# through projects when making games
- Testing and debugging - Both were necessary skills required to complete game projects
- Version Control - Used to keep a backup of project progress but also within a team for some of my university course works
- Operating systems - windows and linux used when building my own pc
- Object-Oriented Programming - The majority of my projects utilised this to create a game

Education

Staffordshire University 2020 - 2023

Bachelor's degree in Computer Games Development - 1st Class

- Learned basic AI behaviors in games and how to use them with a state machines
- Learned concepts of TCP and UDP in data transfer across networks
- Utilised object oriented programming across all projects
- Used github as version control for projects
- Complete assignments using C++ and C#
- Learned about concurrent programming and the complexities with it

Darrick Wood 6th Form 2015 - 2017

A Levels in Computer Science, Maths and Psychology

- Used Python for a word encoder for an assignment in Computer Science
- Learned basics of html c++ and java script
- Learned some basic unix code through the use of a raspberry pi system

Projects

Chat server with rock paper scissors - *Used C# and WPF*

- Sent data across the network with understanding of UDP and TCP
- Set up a pseudo lobby system to allow users to play rock paper scissors
- Allowed for users to use private and public chats using key commands
- Used a class based system to set up users
- Built a login system requiring users to set up a profile with a password

Endless runner style game — *Using C++ and OpenGL*

- Used object pooling to improve efficiency of the code
- Used Object-oriented programming to set up all of the game elements
- Setup an object-loader by reading text files to get model data
- Throughout the project the game was tested and debugged to resolve issues
- Project was version controlled through Github

Built my own PC — *Operating systems Windows, Linux(mint and nobara)*

- Troubleshooting to find issues with hardware one example being a faulty ssd
- Learned some unix while using Linux as well as they file system linux uses
- Gained a better understanding of what the hardware components do
- Tried running windows through a virtual machine to see how performance is different