

GEORGE WILLIAM REYNOLDS

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EXPERIENCE

Game Programming, University

Sept 2022 — Present

During my time within University of East London, I worked towards furthering my knowledge and experience of:

- Created games within Visual Studio using C++
- Learned the implementation of Python within games
- Worked in a team of game developers towards the creation of a game
- Adapted my knowledge to a new game creation engine

Technologies: C++, C#, Python, Unity, Unreal, Visual Studio

Computer Science, A-Level

Sept 2020 — Jun 2022

- Created applications with C#, using Visual Studio
- Improved my knowledge on SQL, and assembly language
- Coded a game in Lua, with Roblox Studio

Technologies: C#, Python, Lua, Roblox Studio, Visual Studio

Computer Science, GCSE

Sept 2017 — Jun 2020

- Created simple programs using Python
- Learned about data storage

EDUCATION

University of East London, Major, Bachelors of Game Programming

2022 — Present

Trinity Catholic High School & Sixth Form, A-Levels

2020 - 2022

- Computer Science
- Maths
- Photography

CURRENT PROJECTS

Sales Force Qualifications

- Currently working towards Sales Force Qualifications

Creating a game, in a team, within Unity

- Creating a new game within the Unity Engine

Notes & Password Manager

- Creating an app for notes and password management

SKILLS

- Code: CSS, C++, C#, Lua, Python
- Tools: Visual Studio, Unreal Engine, Unity Engine