

## Bio

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I've long had an interest in the principles needed to craft great gaming experiences - from both the technical and creative perspectives. This interest is what that led to my desire to try to make the most elegant, interesting, and innovative games I can. I decided that the best way to do this would be to learn the most I can about the engines in which games are made, and the tools that can be made to make a Developers life easier.

## Skills

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### Programming Languages

- C++
- C#
- C
- Java
- JavaScript

### Development Software

- Unreal Engine 4
- Unity 3.5+
- Visual studio 2008+
- Perforce

### Design Software

- Autodesk 3DS Max
- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Blender

## Current Studies

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### BSc (Hons) Computer Games Design and Programming - 1st

Staffordshire University

University taught me a lot about what it takes to be a modern Games Developer. My *Junior/Senior Collaborative Games Development* Modules demonstrate this best. They were 2 yearlong group projects, and I learnt a lot of skills during these Modules. This was proven when I was awarded a special recognition award at the end of my Junior year for not only helping complete my groups project, but for also for helping several other groups fix any technical problems they were facing.

I often enjoyed helping others implement game mechanics, whilst also spending time on my own projects, such as Project Window. It was a small VR demo involving the use of a handheld window which you could pace in the world in order to walk through to another dimension.

Grade	Module	Technologies Used
1 <sup>st</sup>	Advanced Engine Scripting	UE4 - Blueprint
1 <sup>st</sup>	Junior/Senior Collaborative Games Development	UE4 - Blueprint, C++
1 <sup>st</sup>	Final Year Project	UE4 - Blueprint, C++
2:1	Advanced Games Engine Creation	OpenGL, C++

## Hobbies

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Games are a huge part of my life, and I like to take an interest in a variety of genres. The titles I've been enjoying most at the moment are EVE, Overwatch, Dirty Bomb, and Silicon Zeroes. However, I think it's important to have a balance of interests, so I also like to spend my time learning new recipes in the kitchen and cooking meals for friends and family whenever they visit.

References are available upon request