



## Personal Profile

I am a passionate problem solver with an open and positive outlook on life. Recently graduated from Bournemouth University with a Second-Class Bachelors in Computer Science Games Technology, I am now looking to apply and improve my current skills whilst excited to learn anything new.

## Skills

### Most Experience

C# (3yrs edu), Unity (3yrs edu),  
Firebase, Mobile(Android), JS,  
HTML, NodeJS, UE4, Socket.IO,  
Photoshop.

### Some Experience

C++ (1Yr edu), PHP, MySQL,  
WordPress, 3DsMAX, Leap  
Motion.

### Basic Experience

Python, Maya, RaspberryPi,  
Oculus, Git, Perforce.

## Extracurricular Projects

**Rocket League Tournaments** – I had fun organising two small but intense Rocket League tournaments at Bournemouth University where teams would compete for a prize, with Keyboard Warriors winning both times.

**bu-pp.co.uk** – A website where students can submit their portfolio website links that can be displayed on a 'Member Badge' that other students will put on their sites to generate backlinks for each other and improve SEO ratings. Created using Firebase (Auth and NoSQL Database) + HTML + JS + CSS.

**Game Jam Oct 2016** – Created a local two-player PvP tower defence game based on the prohibition in the United States. We were a team of six divided into smaller teams (programmers, modellers, music) with one person working remotely.

## Education

### Bournemouth University 2015 – 2017

BSc (Hons) Games Technology – **Second Class Honours**

### Northbrook College, 2013 – 2015

Computing with Games Development FdSc

Relevant Units:

- Programming – A
- Game Asset Creation – B
- Game Production – B

### Uxbridge High School, 2006 – 2013

A-Levels:

- ICT – B

GCSEs:

- 11 A-C Grades(Maths – B, English – C)

## Work Experience

### Director & Games Programmer – Cathulu Softworks LTD - August 2017-Present

A small company started with friends in which we will be developing and releasing games under. Our first project "Crumple Car" an Infinite driving game where players can earn. I worked on the Firebase Integration into Unity, creating an Android plugin for Flurry Ads and development of the WordPress website crumple-car.com.

### Unity Developer – Bournemouth University - June-August 2017

Creating a prototype Google Cardboard VR application for the Psychology department and the Aging & Dementia Research Centre. The app was to raise awareness of Alzheimer's by creating an accessible experience. I created the story with based on research, refined with the help of a scriptwriter and emphasised with dialogue voiced by an actor.

### Unity Lead Developer – Bournemouth University & Kingfisher - Feb 2017-July 2017

Working in collaboration between Bournemouth University and Kingfisher, the British multinational retailing company. I led a development team of 7 to create a selection of prototype mini-games connected to a prototype CMS to raise awareness of four specific Cybersecurity issues, tailored to Kingfisher, their employees and policies.

### Programmer – Bournemouth University - June-Oct 2016

Working on the project named SMG(Scale Model Games) I have created back-end and front-end code that allows a user to remotely control a vehicle that encapsulated RaspberryPi and its motors.