

## SUMMARY

Self-taught Gameplay Programmer, with over 4 years' experience developing games. Passionate about making family friendly games, with a focus on the arcade and puzzle genres. Experienced with object-oriented programming languages, including being fluent in C# and learning C++ since the start of 2019.

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## SKILLS AND ABILITIES

- Skilled scripting with C# and using the Unity engine to create 2D and 3D games.
  - Started scripting with C++ using the Unreal engine since the start of 2019.
  - Experienced using Blender to model and texture a range of 3D environment assets.
  - Logically minded, with strong mathematics and physics skills.
  - Created personal website, which included working with JavaScript and PHP, including the Wordpress Loop.
  - Experienced using graphical tools such as Paint.net, Inkscape, and GIMP to create icons and sprites, as well as textures for 3D models.
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## RELEVANT EXPERIENCE

### Indie Game Developer

2015 - Present

- Used Unity and UE4 to create and release a variety of games - both 2D and 3D - having released 16 games to date and prototyped many more.
  - Frequently participated in game jams, including Ludum Dare.
  - Utilised Blender to create 3D models for in-game use - including a full chess set and a room environment - using a variety of graphical tools to create textures.
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## OTHER EXPERIENCE

### Teacher - Abbey Meadows Primary School – Cambridge

2016 – 2017

- Demonstrated leadership and teamwork skills in planning and executing lessons and an array of other learning experiences.
  - Displayed good communication skills daily.
  - Involved in extra-curricular events including after-school coding club.
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## EDUCATION

### BSc Combined STEM – Open University – Milton Keynes

2017 – Present (Part-time)

- Modules completed to date:
  - Introduction to Computing and Information Technology 1 (96%)
  - Essential Mathematics 1 (97%)
  - Physics and Space (96%)
  - Essential Mathematics 2 (98%)
  - Astronomy (88%)
- Awarded the *2019 Eric Tomney Memorial Prize* for being the top-scoring student in the Astronomy module.

## EDUCATION (CONTINUED)

### **General Primary PGCE – University of Cambridge – Cambridge**

2015 – 2016

- Gained a deep understanding of pedagogy and effective teaching.
- Developed leadership and organisation skills.
- Experienced enrichment week with the focus of how to integrate technology into the curriculum.

### **BA Philosophy – University of York – York**

2011 – 2014

- Awarded first class honours.
- Advanced skills in self-management, problem solving, and effective communication.
- Modules studied include *Advanced Logic*, *Foundations of Mathematics*, and *Philosophy of Physics*.
- Awarded *First Year Prize for Best Overall Performance* and *Second Year Prize for Best Overall Performance*.
- Awarded *The York Award*, for completing ‘a programme of personal and skills development’.

### **Kett Sixth Form College – Norwich**

2009 – 2011

- **A Levels:**
  - Mathematics (A\*)
  - Photography (A\*)
  - Physics (A)
  - Computing (B)
- **AS Levels:**
  - Further Mathematics (A)
- *Achievement Award* for Mathematics, Photography and Physics.
- *Attitude to Learning Award* for Computing.
- Designated *Norfolk County Scholar* for overall excellence in A-levels.

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## OTHER ACCOMPLISHMENTS

- Participant in Udacity’s *Google Developer Challenge Scholarship* in 2017-18.
- Created a subscription module for the e107 CMS.
- Ranked 72<sup>nd</sup> overall in Ludum Dare 44, including 12<sup>th</sup> in the ‘Mood’ category.
- Participated in the creative writing project NaNoWriMo annually from 2006-2014.
- Volunteered as an Independent Partnership Supporter *with Norfolk SEND Partnership Information, Advice and Support Service* in 2014.