**Profile**

I have recently completed studying Computer Games Development BSc (Hons) at the University of Bedfordshire with a first. I am a hardworking and enthusiastic person who gets on well with people. My focus is towards programming, with a goal of working on game AI.

**Education**

**University of Bedfordshire**

Computer Games Development - First October 2018 – July 2021

**Sharnbrook** **Upper School** September 2009 – July 2011

BTEC in ICT Practitioner AS Math’s   
**Relevant Employment**

Universally Speaking – QA Technician June 2021 - Current

**Experience**

Whilst studying at university I have had to take part in a couple of group assignments and activities, during these tasks I have developed my communication skills. I have also led some of these activities making sure we kept on track and discussing any issues we might have had. Whilst studying my A Levels, I learnt Visual Basic. After I completed my A Levels, I taught myself some basic C++ and wrote a few small programs.

When I started attending university in the foundation year, I learnt Python which continued onto the 1st year, where we had a group assignment to create a program to a specified specification. During my 1st year I also learnt C# and how to write scripts for unity as well as how to use unity, I also refreshed my graphical skills. During my second year and first semester of this year I have solo developed two games, one in C# with Unity and the other with C++ and Unreal Engine, which the source codes are available on my GitHub profile.

For my final research thesis, I investigated the “Evaluation of artificial intelligence techniques for performance and immersion.”, for this I produced an artifact implementing a state machine, behaviour tree and a machine learning agent developed using Unity’s ML Agents.

**Skills and Achievements**

* Presented a GameJam game at EGX 2019 on the theater stage
* Various programming languages - C#, Python/Tkinter, C++, Visual Basic, JavaScript, HTML
* Game Engines – Unity, Unreal
* 3D modeling - Blender, 3DsMax, Mudbox, Maya
* Image editing - Photoshop, Inkscape, GIMP
* Teamwork and Communication
* Duke of Edinburgh Bronze Award.

**Interests**

Needless to say, I have a large interest in computer games in particular FPS, RTS/TBS games and can anyone say no to a good racing game. I am also very interested in astronomy and enjoy getting my telescope out when given the opportunity. I enjoy riding my motorbike in good weather and spending time with my family.

**Personal References**

Available on Request