

## Summary

I'm a highly passionate software developer, mainly in game and engine development. I have a solid foundation in C++ and low-level programming, complemented by a proficiency in high-level scripting languages such as LUA and JS/TS. My strong communication skills enable me to integrate into teams of any size seamlessly, and my problem-solving abilities allow me to overcome various challenges.

## Skills

C++  
C#  
JavaScript/ TypeScript  
LUA  
GitHub/ Git  
Premake  
OpenGL 4.x+  
RenderDoc  
Vulkan  
Unreal Engine

## Work History

**Cafe worker** 06/2023 - 09/2023  
Lj's Cafe - Stoke-on-Trent  
Always arrived on time and served a high volume of guests and customers within a fast-paced environment. Worked both in the kitchen and front of house. Worked on food preparation, cleaning and serving.

## Education

**Bachelor of Science (Honours),  
Computer Games Programming** 2021 - 2024  
Staffordshire University - Stoke-on-Trent

- Second Class First Division (2:1)  
Worked on a variety of projects, from solo to group related. Always met deadlines and researched new ways to complete a task.  
Primarily learned skills relating to memory and languages such as C++.

**Diploma of Higher Education,  
Games Design** 2019 - 2021  
Stoke-on-Trent College - Stoke-on-Trent

- Distinction (Second Year)
- Merit (First Year)

Designed games/ levels and assets using tools such as Unreal Engine, 3DS Max and Photoshop. Worked on solo and group projects.

**General Certificate of  
Secondary Education** 2015 - 2019  
Haywood Academy - Stoke-on-Trent

- Computer Science - 5
- Mathematics - 4

## References

References available upon request.