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Education

BSc (Hons) Computer Science for Games – 1st Class.

University of Brighton

2020 – 2023

Final Project: Custom ‘Iridium’ Language LLVM Compiler Front-end (C++)

Relevant Modules:

Multiplayer Game Development (C++, SDL2)

Game Engine Fundamentals (C++, SDL2)

Web Based Game Development (JavaScript, Phaser 3)

Game Dev Frameworks (Unreal 4, Blueprint)

Unity Engine for Games (C#)

Narrative and Game Asset Design (Twine)

Havant & South Downs Sixth Form College – 3 A-Levels at ABC

Skills

C++ Application and Game Development (LLVM Compiler Frontend, Game Engine feature implementation, Entity-Component System, graphics using SDL2 & networking via SDL_Net)

C# Game Development (2D/3D Unity Engine, game systems and mechanics development.)

Unreal Engine 5 (Blueprint and C++ experience. Mechanics development primarily.)

Rust CLI Application Development (Small projects ranging from a terminal-based text editor, a basic Linux Shell, a graphical text editor with Noten, WGPU used for GPU based graphics rendering. Some experimentation with game development crates such as Bevy)

Java Desktop Application and Game Development (JavaFX MVC Desktop Applications, Basic FXGL Game Development. Small mods created for Minecraft.)

Front-end Web Development (TypeScript/JavaScript, React, NextJS and Chakra UI development to create personal website.)

Employment

Software Research Assistant, University of Brighton

2022 / Brighton, UK

Implemented a basic static hand gesture recognition system with an API for expansion in Java and FXGL game engine, using Mediapipe for recognition and Websocket to communicate from the recognition frontend to the robot.

Interests and Achievements

Creative Gaming Group – *2018-2020* (Managed and ran a small tabletop gaming group, scheduling weekly sessions, planning and leading the sessions.)

Brighton Student Union - E-Sports Society – *2021-2022* (VP Social and committee member. Offered a welcoming environment for members, managed events and created opportunities for members.)

National Citizen Service – *2018* (Participated in 4-week NCS Program. Built collaborative skills, engaged in community service and volunteered for charitable causes.)

Supreme Court Debate – *2019* (Conducted a constructive internal debate on the legality of police retaining fingerprints and DNA samples from innocent people.)