

Professional Profile

I'm a student currently studying Computing for Games at Falmouth University. I mainly specialise in gameplay programming. However, I have experience in UX design, UI, 3D modelling and tool development. I have a keen interest in AI and procedural generation, with a heavy emphasis on their use in games. I have experience with Git and Agile from my time working in multidisciplinary teams, utilising Unity with C# and Unreal with blueprints and C++ to create games. I've also used Python to create tools for general tasks such as file management.

Core Skills

Skills Overview

Games

- Unreal Engine
- Python
- C++
- UE Blueprints
- Unity
- C#

Web Development

- HTML
- CSS

Project Management & Management Tools

- Scrum
- Agile
- Kanban
- Git
- \LaTeX
- Markdown

Other skills

- Adobe suite
- Google suite
- Maya
- Blender

Experience

2025–PRESENT

Mission Design Engineer

Spliced Inc.

- Item 1
- Item 2

2023–2025

Associate Mission Design Engineer

Spliced Inc.

- Item 1
- Item 2

2022–2023

Co-Founder, Director and Lead Programmer

Banana Tower Ltd.

- Designed and developed a video game in a small multidisciplinary team.
- Co-Founded and co-managed a game studio
- Improved interdisciplinary communication and teamwork skills by working in a small multidisciplinary team
- Created tools for designers to increase productivity
- Learnt to pick up new skills efficiently to allow for big changes in software to improve team productivity
- Utilised C++ in Unreal Engine 4 & 5 to create a game
- Used Python to create external tools for other team members
- Responsible for creating and maintaining a clean code base
- Supporting team members with technical skills and issues.
- Self-discipline when working toward deadlines to keep the project on track

Education and Qualifications

2022–2023

Falmouth Launchpad Program

Falmouth University - Penryn, UK

- Received and implemented planning and budgeting skills training
- Adapted to challenges quickly
- Researched and Pitched a project for development
- Further developed my creative problem-solving skills
- Received and implemented further agile and scrum training to manage production

2020–2023

BSc (Hons) Computing for Games

Falmouth University - Penryn, UK

- Learnt interdisciplinary communication and teamwork skills by working in several multidisciplinary teams to produce small game demos.
- Used multiple languages such as C++, C# and python
- Developed a deeper understanding of other disciplines
- Improved code readability
- Effectively researched, planned, and developed many gameplay features, from player movement and interactions to custom AI and multiplayer.
- Created a custom controller for a unique game experience.

2018–2020

OCR Level 3 Cambridge Technical Extended Diploma in Media

*Boom Satsuma College - Bristol, UK. Achieved D*D*D**

- Trained on a variety of hardware such as cameras, lighting and green-screens
- Trained in software such as Google Suite, Microsoft Suite, Adobe Suite, Autodesk Maya, and Unity game engine
- Taught design, marketing, the business of video games, and other media forms
- Worked on many small team projects
- Lead multiple team projects managing between multiple disciplines
- Selected to help review and edit an upcoming university Course
- Worked as a Student Ambassador assisting in open days and presentations of the course