

PROFILE

I am a highly innovative programmer studying BSc Computer Game programming at Teesside University. I have worked with different languages (such as C++, C# and JS). I am very interested in backend development of software, specifically network programming and graphical development, and have experience in frontend development with CSS, React, and HTML.

WORK EXPERIENCE

Open University Assistant Programmer

<https://www.open.ac.uk>

12/2020 - 11/2021

- Communicating with clients frequently for feedback ensuring work is progressing as requested.
- Ensuring delivery of final works within deadlines.
- Collaborating with other programmers within our team of researchers.
- Programmed on the first prototype of the "Misinfo" Chat-Bot (to help fight misinformation on twitter and other social media platforms) for the Open-University in Milton Keynes.
- Published a scientific academic paper of my research and work into the chatbot provided.

Website Developer

03/2024 - 06/2024

- I worked with a large client to create a fully functional website with several pages to promote their business and help outreach with clients.
- I used wordpress and custom wordpress plugins in conjunction with custom HTML and CSS to help create a reactive and smooth website.
- I provided updated source code with Github and help maintain the website when asked.

EDUCATION

BSc Computer Game Programming 2.1

09/2022 - Present

Teesside University

Modules include:

Network and Multiplayer Gaming	60%
Games Development with C++	70%
Systems and Game Technology	84%
C++ Programming	76%
Journeyman Project	73%

SKILLS

C++, C#, JS, NodeJS, React, HTML, CSS, Visual Studio, OpenGL / Vulkan, Unreal Engine, Unity, Maya, MongoDB, Photoshop, VSC, Codeblocks, Greek, English, TCP/UDP Development, Wordpress

KEY PROJECTS

Systems and Game Technology – 8Bit Game Emulator

Programmed an 8Bit emulator utilizing CHIP-8 documentation and C++ for my educational project set by my systems and technology module. This required learning in depth about bit shifting, bit manipulation, creating our own PC (program counter) to manage different events, and working with opcodes (which were defined through documentation we had to research).

Algorithm Implementations (Heapsort, Bubble sort, Binary Search)

For my Algorithm for games module, we were tasked with creating two algorithmic implementations within C++. For these implementations, I chose to implement a simple heapsort for one project and a second project which relates to sorting a list of top selling (hard-coded information / table) games with bubble sort and binary search. The top selling games program allows the user to type a game or ranking to then output the sales of that game.

VOLUNTEERING

Freelance website programming

1/2020 - Present

- I help mainly close friends and family members with creating websites.
- I create simple templates for them, or even create full websites for them if needed.
- I provide design advice; I create logos in photoshop and handle both front and backend for the website.

INTERESTS

- Esports (I play in the university Esports team for Teesside), I like most types of videogames.
- Annual attendance at different conventions (Animex, MCM comic con, etc.)
- I enjoy physical activities such as going to the gym and going on walks.
- I enjoy building Desktop PCs in my free time for myself and friends.

References available on request