|  |  |
| --- | --- |
| **ELLA JONES**  124, High Street, Nottingham NG1 2DY  (0115) 9456789  ellajones@hotmail.com | |
|  | |
| OBJECTIVE  I am an experienced game programmer with an excellent working knowledge of C++ and C#. I have worked extensively with a range of game engines and technologies including Unity, Unreal Engine 4, CryEngine and more.  My experience includes creating, developing and tuning gameplay systems. I also provide design input for prototyping and testing new features where required. I am looking for a full-time role closer to home. | |
|  | |
|  | |
| WORK EXPERIENCE  **Game Programmer**  September 2017 - date  *Swift Games, Derby*  After a short break from work due to a now-fully-resolved health issue, I began work for this exciting games company.  My responsibilities include developing and extending game systems across a wide variety of areas such as AI, Audio, Game logic, Networking, Physics, Vehicles, Weapons and Player control. I prototype and iterate on game features, writing clear, maintainable and decoupled code while working closely with the design team.  I provide detailed input and feedback on game design and implementation, always striving to improve the stability, usability and architecture of the game code and engine.  This role required a broad knowledge of animation, continuous integration, multi-threading, optimisation, physics, build systems, resource management and scene management. I am looking for a new role due to relocating.  WORK EXPERIENCE (continued)  **Game Programmer**  May 2016 – April 2017  *Blue Horizon Games Limited*  In this 12 month contract I architected systems and features which empowered the wider team to deliver immersive experiences and emergent gameplay scenarios.  I was a part of the full development cycle, having plenty of opportunity to be creative and independent in my work.  My work included regularly solving technical challenges and working hard to make a big difference to the whole game team’s workflow.  **Assistant Game Programmer**  November 2015 – Apr 2016  *Excitement Games*  In this six-month contract, I assisted  a variety of customers in establishing technical requirements from creative and design-led pitches.  I then worked with different engines and technologies to implement features for multiplayer games (e.g. combat mechanics, AI behaviours, pathfinding).  **Junior Game Programmer**  May 2012 – October 2015  *OYZ Industries*  In this role I was part of an agile, multidisciplinary and creative team and my role was to mentor external teams on the company’s technology and make things run smoothly.  I worked closely with the team to coordinate efforts and get the best possibly results.  This role required a lot of creative thinking and the ability to stay motivated through the daily challenges that presented themselves. | |
|  | |
| SKILLS   * Demonstrable passion and knowledge for games and game development. * Solid experience in commercial software development in C++ and C#. * Experience in software development in a collaborative environment working on a large project. * Methodical and investigative nature, with strong troubleshooting and debugging skills. * Proven ability to communicate with non-technical stakeholders including producers, artists and designers. * Proven ability to define and understand elements of game design documents and technical design documents. * Proven ability to organise self across multiple concurrent tasks. * Proven ability to take initiative and work independently, especially when presented with ambiguous or unusual challenges. * The ability to establish technical requirements from creative or design-led pitches. * Very good knowledge of notable game engines and technologies, including but not limited to Unity, Unreal Engine 4, CryEngine. * Very well-developed communication and team skills. | |
|  | |
| QUALIFICATIONS  **Various**  October 2013 - date  *Pluralsight*  Various courses including AI for Games, Networking, Prototype Development, Research Related Learning and Animation.  **BSc Game Programming (2:1)**  *London Metropolitan University*  Completed June 2012  **A-levels**  *Acme College, Birmingham*  Computer Science (A), Electronic Engineering (A), Maths (B) and Physics (B) | |
| HOBBIES AND INTERESTS  Metal Earth modelling  Retro Gaming  Lego  Home Brewing  Comic Books  Dungeons & Dragons. | |
|  | |
| REFERENCES  “  Ella is proactive and used to taking ownership and responsibility. She is a good team player and supportive to other departments. She has excellent social, communication and presentation skills.  ~ James Lee, Manager, Swift Games  01332 123456  jameslee@swiftgames.com  “  Ella is professional, passionate about games, a great problem solver, proactive, a solid team worker, rigorous and highly detail oriented. She is smart, willing to learn more, creative and practical at the same time. I can’t recommend her enough.  ~ Sam Johnson, Director, Blue Horizon  01332 234567  samjohnson@bluehorizon.com  “  Ella is a passionate developer with a broad range of talents and skills. She is a driven, productive, team player who was relentless in her pursuit of our mission. Best of all she just gets things done.  ~ Andrew Carson, Director, Excitement Games  01332 344567  andycarson@excitementgames.com | |

© CVTemplateMaster.com

This CV template may be used for personal use ONLY. Please see our terms of use. For questions, contact us: contact@cvtemplatemaster.com

© CVTemplateMaster.com

This CV template may be used for personal use ONLY. Please see our terms of use. For questions, contact us: contact@cvtemplatemaster.com

The images and fonts used in this file are used under licence and must not be reproduced, except in connection with the use of this CV template for your own personal use.

Required fonts:

Open sans - <https://fonts.google.com/specimen/Open+Sans>

Download page : <https://www.cvtemplatemaster.com/cv-template/guided-cv-template/>