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| **ELLA JONES**124, High Street, Nottingham NG1 2DY(0115) 9456789 ellajones@hotmail.com |
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| OBJECTIVEI 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. |
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| 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.  |
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| 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.
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| 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 INTERESTSMetal Earth modellingRetro GamingLegoHome BrewingComic BooksDungeons & Dragons. |
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| 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 Games01332 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 Horizon01332 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 Games01332 344567 andycarson@excitementgames.com |

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