**Andrew Alden Comerford**

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**Personal Profile**

I am a graduate of De Montford University with a degree in Computer Games Programming, previously having studied IT (Software Development) at York College. I am seeking a job as a programmer in the games industry in order to further my skillset and knowledge, beginning a career in the games industry.

**Education**

**2014 – 2018 Computer Games Programming (BSc HONS), De Montford University**

* Graduated in July 2018 with a 2:2 (Hons) in Computer Games Programming.
* In depth knowledge of coding in C++, JavaScript and C# and make OO programs/games.
* Learnt to use programs such as Visual Studio, Unity3D, and Maya, while independently studying Blender and Unreal Engine alongside my course.
* I learnt how to debug code, use coding standards and good practice, and improve upon existing code.
* For a part of my degree I had to work in a group and learn how to as a group manage work and complete the project at hand, using and developing code that was written by other people and the use of GitHub.
* For my final year I independently developed a 2.5D Platform game, developing understanding of the process of making a game, time management, programming in C# and through regular meetings with my supervisor gained experience in conveying progress and setting regular goals for the project.

**2017-2018 Final Year Project De Montford University**

* Final year project supervised by Dr Aladdin Ayesh, the aim of which was to independently plan, design, and programme a game.
* The game was called 2.5D Platformer with 3D puzzle solving between the levels
* It was written in C# in Unity 3D and it had a fully 3D background, with the player and the camera locked to the X and Y axis to give the effect of parallax scrolling, all models were made in Maya and Unity with all textures being made in Gimp.
* Gained insight into the whole process of creating a game, from initial planning and design right through to troubleshooting and testing.
* Learnt to effectively communicate progress with my supervisor in regular meetings, updating on issues and developments.
* Copy of the game available upon request.

**2012 – 2014 Level 3 Extended Diploma, IT (Software Development), York College**

* Completed my diploma in Software Development in 2014, attaining a Triple Merit.
* Learnt a wide range of skills, preparing me well for further study at University
* introducing me to several computer related topics for the first time like E-Commerce, Developing Computer Games and Computer Game Design. These topics help shape my path to choosing what I wanted to do at University.
* Learnt how to use Visual Basic and create programs using it, for part of the course we were taught a small amount on programming in PASCAL, we also used Game Maker to create games individually for one of our assignments. I also had to think up a game and create a Game Design Document for it.
* I got to experience working in a group to develop an assigned task, during this time I got to choose my role in the group and learnt team skills.

**2007 – 2012 GCSEs Fulford Secondary School**

Biology (**B**), Chemistry (**B**), Drama (**D**), DT Electronics (**D**), English Language (**C**), English Literature (**C**), Geography (**D**), Mathematics (**C**), Physics (**C**), Religious Studies (**D**)

**Technical Skills**

* I have experience coding in C#, C++, and JavaScript throughout my degree course in the context of games programming, as well as using the Unity engine
* I am comfortable with a range of technical software such as MATLAB, Visual Studio, Maya & Blender, SFML, OpenGL, and irrKlang
* I am also proficient with more general software such as Word, PowerPoint, and Excel for making reports, presentations, etc.

**Other Experience**

**May 2016 – Present: Front of Shop, Mr Moo’s**

* Since Summer 2016 I have held a part time job during the summer break as a front of shop assistant for a small business near Hornsea**.** In my job I interact with the general public, handle customers, prepare food and make drinks.
* My duties and responsibilities at work are to handle money, restock freezers and clean through the day and the end of the day, answer any questions customers had and sign for packages and to work quickly and efficiently under pressure.
* While working I learnt several skills including, working under pressure, building up good people skills, learning how to properly handle, prepare food while preventing cross contamination of allergens with food and interacting and working with a wide dynamic of people.
* In 2017 I gained an HABC Level 2 Award in Food Safety in Catering from East Riding College through my summer job.

**Hobbies and interests:**

* **PC Hardware:** Alongside my interest in software I am also interested in PC hardware, having built my own PC
* **Gaming:** I am part of a multi-gaming community where I play games in a social setting with other people from around the world, help to organise gaming events as part of the community and I am the team leader for a team that runs the community.
* **Cooking & Baking:** I love trying new recipes for and experimenting with past recipes to improve on them as well as cooking for friends
* **2019 Summer Volunteering -** Volunteered with Birmingham Friends of the Earth at the Glastonbury festival as part of the lock up crew.
* **Independent ongoing projects:** Currently I’m working on a project in unity that experiments with interaction with an artillery gun within a VR environment and the process of loading, aiming and firing.

**References**

References available on request