

Alex Fullarton

Games Programmer

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Previous Education

Sheffield Hallam University (2016 - 2022):

- MComp (Hons) Computer Science for Games – First

University of Sheffield (2014 - 2016, Withdrew):

- MChem Chemistry w/ Study in Industry

Queen Elizabeth Sixth Form College, Darlington (2012 - 2014):

- A Level Chemistry – A*
- A Level Mathematics – A
- A Level Biology – B
- AS Level General Studies – A
- AS Level Physical Education – B

Hummersknott Academy, Darlington (2007 - 2012):

- 13 GCSE's A* - C

Employment & Volunteering

Doncaster and Bassetlaw Teaching Hospitals NHS Foundation Trust (2018 – 2019):

- Worked as part of a small development team to create and maintain custom software applications for a variety of uses throughout the NHS trust.
- Worked closely with clients to develop apps and functionality to suit their needs using the agile style.

Sheffield Hallam University – Volunteer Course Representative (2016 - 2022):

- Communicated feedback from students to members of staff in quarterly meetings to resolve issues and suggest improvements to the Computer Science for Games course

FYI Marketing, Sheffield – Part Time Team Member (2014 – 2016):

- Worked as a part of a small team to build and distribute flyer packs across Sheffield city centre

Hummersknott Academy – Volunteer Student Tutor (2009 - 2012):

- Tutored Key Stage 2 students, helping them with Mathematics and English key skills in preparation for Secondary School

Skills

Confident and experienced in using C++ to create object-oriented software applications.

Familiar and confident with use of the STL extensions to C++.

3 years' experience of using Unreal Engine 4 to develop video games for a variety of platforms including PC, mobile and PlayStation 4.

Confident using Microsoft's DirectX API's to develop 3D games systems, as well as using HLSL to develop shaders.

Familiar with methods of performance optimisation such as parallelism, threading, and coding for multi-core systems.

Years of experience using source control methods such as Git and Perforce for game development.

Experience using Unity3D and C# to develop games applications for PC.

Experienced using MySQL and phpMyAdmin for manipulation of relational databases.

Good knowledge of UML and ability to translate easily from UML to code.

Extensive knowledge of Windows XP/7/8/10/11 and Microsoft Office (versions from 2001 onwards).

Experienced in other coding languages such as HTML5, PHP, CSS3, JavaScript (jQuery, Node.js)

Adept at bug fixing/problem solving and optimisation techniques.

Can set and meet realistic and attainable deadlines.

Able to work well individually and as part of a group.

Excellent time management skills.

Further Information

Currently located close to Sheffield city centre.

Full, clean UK driving license and access to personal vehicle.

Reference(s)

Mark Featherstone, Senior Lecturer in Games Software Development (Sheffield Hallam University) -

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