

Samuel Jones Curriculum Vitae

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4th Year (MComp) Computer Games Development Student at University of Central Lancashire

Personal Statement

Full-time student of (MComp) Computer Games Development at the University of Central Lancashire, studying a hardcore programming course that has a strong focus on the type of programming and math skills needed to develop games and work with the latest technologies. Driven and pro-active, I have been dedicated to improving myself outside of my employment and studies to help increase my skills and knowledge. As an ambitious person, I am always eager to learn something new, especially in a field that I have a personal interest in and will always find new ways to improve.

Technical Skills

- C++
- C#
- Unreal Engine 4
- Unity
- Visual Studio
- Android Studio
- GitHub
- Source Tree

Education

University of Central Lancashire

(2018 – 2019)

Master's Degree:

- **Computer Games Development (MComp)**
- **Current Modules Include:**
 - Advanced Games Development
 - Computer Games Engineering
 - Computer Games Team Project
 - Open world single player zombie survival
 - Computer Games Masters Project
 - Hierarchal State Machines in stealth AI

University of Central Lancashire

(2015 – 2018)

Bachelor's Degree:

- **Computer Games Development (BSc)** – Achieved a 1st overall.
- **Current and Previous Modules include:**
 - Year 3:
 - Double Project – 75%
 - Focusing on procedural generation of dungeons in games.
 - Games Development 2 – 73%
 - Maths and Technologies for Games – 78%
 - Object Oriented Methods in Computing – 77%
 - Year 2:
 - Advanced Programming with C++ – 80%
 - Games Development 1 – 70%
 - Professional Skills – 72%
 - Software Engineering Practices – 68%
 - Year 1:
 - Games Concepts – 85%
 - Programming 84%
 - Systems Analysis & Database Design – 66%

Cardinal Newman Sixth Form College

(2013–2015)

3 A Levels including a B in both Computing and Film Studies

Lostock Hall Academy

(2008–2013)

Eight GCSEs at Grade B and above including Physics (A), Chemistry(A) and Maths (B)

Employment History and Additional Skills

Senior Demonstrator

(November 2018 – Present)

Achievements and responsibilities:

- Helping students learn new skills and confidence by putting theory into practice
- Helping students with their work sheets in a way that also allows them to teach themselves.
- Understanding students' code quickly and thoroughly to identify errors and solutions.

CEX – Part-Time Sales Assistant

(2017 – Present)

Achievements and responsibilities:

- Using team communication to ensure that all the team is aware of any current situation.
- Displaying hardware in a way to entice customers and make their shopping experience easier
- Handling the selling and purchasing of goods.

Stonehouse Homes Estate Agents – Part-Time Sales Negotiator

(2013 – 2017)

Achievements and responsibilities:

- Used social media to promote properties and gain interest from various media
- Maintained communication with buyers and sellers.
- Negotiated between the buyers and sellers of properties to get the best price

Achievements & Experiences

- Achieved over 5,000 subscribers on my YouTube channel for Unreal Engine 4 tutorials.
- Released a couple of personal projects onto Itch.io which have frequent activity.
- Participated in the ROQ Defectives Challenge multiple times.
- Volunteered as a mentor for first-year students during UCLan's Computing 4-week challenge.

Hobbies & Interests

During my spare time, I create small games to help further my skill in programming by researching and learning new techniques or information about programming languages and game engines. I have also personally created models in some of my own projects and understand the pipeline for artistic side of game development too.

I also enjoy doing sport in my spare time as I regularly go snowboarding, bouldering and work-out in general. During the summer I occasionally ride my motocross bike off-road.

If I am not doing any development or sports, then I can be found socialising with my friends or going to different events such as concerts, seminars and events related to the sports I am interested in. I have also volunteered in numerous charity events and helped raise over £2000 for the 'Wish upon a star' charity.

I am currently also the sole content creator of a game development tutorial YouTube channel which has over 5000 subscribers with the highest viewed video at over 20,000 views.

References Available Upon Request