

07575 437590

thomasstevens2003@outlook.com

Thomas Stevens

Portfolio:

www.thomasstevens.xyz

Professional Summary:

Dedicated and communicative gameplay programmer with a drive to grow their skillset by continuing to learn more industry standard software and techniques. Looking for a graduate role to kickstart a career in the games industry.

Education:

University Degree:

Computer Games Design and Programming (With Placement Year) BSc Hons (**Predicted 1:1**)

University of Staffordshire

A-Levels:

The Duston School Sixth Form College
June 2021

- Geography - A
- Computer Science - B
- Maths - D

Core Technical Skills:

- C++ Programming Language – 4 years of experience programming in this language both in and outside of game engines
- C# Programming Language – 5 years of experience programming in this language within game engines
- Unreal Engine – 4 years of experience using this engine
- Unity Engine – 5 years of experience using this engine

Additional Technical Skills:

Blueprint Scripting Language, Blender, HTML, CSS, JavaScript, Python, 3DS Max, Substance Painter, Hammer Editor

Game Development Experience:

- Re-created the basic mechanics from the original Super Mario Bros. game in C++ using the SDL2 Library: <https://github.com/T-Stevens1299/Mario-SDL>
- Worked in a team of 15 to develop a local multiplayer party game in Unreal Engine: <https://www.thomasstevens.xyz/pages/concat.html>
- Developed a physics-based train simulator game in C++ utilising Unreal Engine's physics system: <https://www.thomasstevens.xyz/pages/littlerailways.html>
- Created a train signalling simulator based on Network Rails official signalling software in C# using the Unity Game Engine: <https://www.thomasstevens.xyz/pages/signaller.html>
- Developed a prototype for an interactive quiz app for medical students in Unity. This featured a level editor which would allow course administrators to create and save tasks for their students and the ability to populate a task with a variety of different mini games that they could create questions for to test student knowledge.

Work Experience:

Programmer for Bulldog Studios

2023 – 2024

During placement year, worked as a programmer for the university's in-house development studio. Worked on programming prototypes in C# and C++, managing source control and bug fixing on existing projects to prepare them for commercial release. Took on additional responsibilities for 8 weeks by being nominated to be team leader in a team of 12, to help streamline and manage development of a project.

Example of my work for Bulldog:

<https://www.thomasstevens.xyz/pages/ecopolis.html>

Student Ambassador for the University of Staffordshire:

2024 – PRESENT

Worked as part of a team to provide guests visiting the university for open days and events with a safe and enjoyable experience. Conducted campus and accommodation tours and provided visitors with helpful information, whilst answering any possible queries they may have.

References available upon request.