Tom Stevens
Games programmer

tomstevens.19.02@gmail.com
Tom Stevens portfolio
LinkedIn

Profile

I have recently graduated from university, achieving a first studying BSc Computer Games Design and Programming. Currently I am interest in pursuing a programming-based role within the games industry. My experience with taking games through all stages of planning and development in both a team setting and as a sole developer has given me a vast appreciation for game creation, often finding myself engrossed within my work and eager to learn. You can find a link to my portfolio above outlining the many projects I have contributed to.

Education

Staffordshire University:
September 2020 - July 2023
BSc Computer Games Design and Programming (First class)

Dudley Sixth:
September 2018 - August 2020
A level: Computing(B), Maths(B), Physics(C)

Dormston Academy:
September 2013 – June 2018
11 GCSE's including: Maths, English, Triple science, Computer science

Skills

Game engines
Unreal Engine 4/5
Unity

Programming languages
C++/C#
Blueprint (Visual scripting)

Source control
SourceTree
GitHub

Project management
Trello
Jira
Confluence

Soft skills
Clear communication
Time management

University Experience

Senior Lead Game Programmer – Super Dino's Escape
January 2023 – February 2023
A puzzle platformer Developed in Unreal Engine 5 for Windows

Project management
- Experience leading a team ensuring effective communication and management between disciplines aiding this with the use of Jira and confluence.
- Project planning including creating and delivering pitches.
- Organization and delegation of tasks as well as support and mentoring for junior programmers.
- Creating and maintaining source control using GitHub

Contributions to game
- Player character creation. Working closely with design to architect and iterate the numerous mechanics, making sure they felt intuitive and fun.
- UI implementation for menus and the players HUD, requiring I worked closely with art to iterate and provide a suitable display.
- Game loop Creation, including the iteration of a framework as well as support and guidance of its uses providing documentation and tutorials.
- Regular builds used for play testing and the creation and handling of forms for the purpose of feedback.

Junior Game programmer – Lockbot 5
April 2022 - July 2022
A third person shooter developed in Unreal Engine 4 for Windows

Project management
- Experience working with a team of other disciplines.
- Working to deadlines, managing, and planning my individual development within a short time frame with the use of Jira.
- Use of SourceTree as well as GitHub for source control.

Contributions to game
- AI creation for various enemy types using behaviour trees, working alongside design to iterate and develop desired behaviours.
- Contributions to the player character requiring I work alongside the lead programmer ensuring my code is readable and consistent.
- Work with game designers to create various tools to be used as a framework for designers.

Employment History

Plough and Harrow Hotel
April 2022 - January 2023

During my time at the hotel, I took on multiple job roles working part time during one of its busiest periods (commonwealth games 2022). My responsibilities included:

Housekeeper, Linen porter, Waiter, Barman, Night porter

The environment of the hotel was fast paced, requiring efficiency and strong communication not only when supporting customers but with fellow colleagues and outside help from various catering companies. In this environment there is a reliance on teamwork to effectively meet deadlines during the day to day as well as most notably when working events such as weddings. I often found my job role changing as I took initiative to meet different challenges that each day would present, learning to adapt quickly and efficiently to the scenario around me whilst remaining supportive and attentive to my team and guests.

References

References are available upon request.