TOM TURNER.

GAME DEVELOPER / PROGRAMMER

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PERSONAL STATEMENT

A programmer with experience working for a small games studio, currently finishing studies for a course in Games Technology. I have taken part in various commercial projects, internships, and competitions offering funding for independent projects, I am always looking for ways to improve my skillset and versatility as a developer, willing to put in time outside of work exploring new concepts.

Throughout my studies and commercial work, I have held myself to a high standard in both code quality and project execution, I have a years' commercial experience with developing in C# and I am also experienced with C++. I have developed numerous game engines for my course, integrating large systems at a low level, gaining me experience with writing optimised code on both the CPU and GPU for Realtime applications.

I Thoroughly enjoy working in both small and large teams, contributing to design and technical discussions. I have developed strong interpersonal skills through participating in numerous game jams and projects, always looking to help resolve conflicts of ideas fairly. I believe what you can achieve as part of a team matters more than what you can achieve as an individual.

WORK PROJECTS

Freelance, Bristol
2017

Slot Drop – Unity C# Developer/Project Lead/Artist

Slot Drop was created for a game jam competition hosted by UWE IT services. Creating the game in just a week, we managed to win the 2D mass multiplayer category, unlocking £10,000 funding for further development.

We were required to manage our funds and resources throughout the project, delegate tasks, and meet with the client regularly to establish the products requirements. The game was delivered on time for the Cyber Security event where we presented it to the public, teaching them how to play the game.

Play West, Bristol
2016 - 2017

Speed Titans – Unity C# Developer/Project Lead

During my second year I was asked to take a lead role on a new project that would be part of the Bloodhound land speed car STEM initiative. Given my success with the AHOD project I was asked to develop a new title (in a small team) for the contract, which was eventually released at the cars first test run on schedule.

The project required me to implement core mechanics and manage my time effectively as I had to balance the work with my studies. After completing the project we were featured in a press released on Gamasutra as well as our University's news page.

Play West, Bristol
2016 (1-week sprint)

The Breakfast Club – Unity C# Developer

During my second year of University Play West asked me to bugfix their steam green light title The Breakfast Club. The studio had been told on short notice that the Yogscast were planning to play the game at MCM Comic Con and needed two people to bugfix the game to get it ready for the public.

A week into the project the Yogscast informed us they were no longer attending the event, so instead we worked to get it ready for release on Steam. Although a short sprint, it challenged me to adapt to an unfamiliar code base, with my tasks focusing on refactoring legacy code and in some cases re-writing inefficient systems.

Play West, Bristol
2016

AHOD – Unity C# Android App Developer/UI Designer

I worked as a Unity Android developer for my first internship. My role was to operate within a small team to develop a mobile app that would ensure the safety of coast guard volunteers. During the project we were able to meet all the projects stretch goals and delivered the final product on schedule.

I was tasked with developing the UI and implementing core features, this included the development of a Java plugin for Unity that would read information from an Android device and then send it to a server using PHP and SQL. The project taught me the importance of iterative development in an Agile environment and gave me important experience with working in a small autonomous development team.

EDUCATION

University of the West of England, Bristol
2016 - Present

Games Technology BSc(Hons)

A course designed to give a foundation in problem solving, programming and software design for the entertainment industry.

University of the West of England, Bristol
2015

Computing Foundation Degree

A foundation degree covering general computing topics. Topics covered: Programming in C, web development, computer architecture, databases, professional communication, and Computing specific mathematics (binary, matrices etc.)

PROGRAMMING/MARK UP LANGUAGES

Experience followed by how it was obtained.

C	C++	C#	HLSL	Java
2 years	3 years	3 years	> 1 year	< 1 year
Foundation Degree	Games Tech Degree (GTD)	GTD and commercial experience	Games Tech Degree (GTD)	Internship

HTML	CSS
2 years	2 years
Foundation Degree, Independent Projects	Foundation Degree, Independent Projects

SOFTWARE/API EXPERIENCE

Experience followed by how it was obtained.

Unity Engine	Unreal	3Ds Max	Adobe Photoshop	Substance Painter
4 years	> 1 year	4 years	5 years	2 years
GTD and commercial experience	Games Tech Degree (GTD)	Games Tech Degree (GTD)	Independent Projects	Independent Projects

DirectX/DXTK	SFML	Substance Designer	Microsoft Access	Cocos2Dx
> 2 years	> 1 year	< 1 year	3 years	1 year
Games Tech Degree (GTD)	Games Tech Degree (GTD)	Independent Projects	GCSE, A level, Foundation	Games Tech Degree (GTD)

Microsoft Excel	World Machine	xNormal	ZBrush	Quixel Suite
3 years	1 year	2 years	< 1 year	< 1 year
GCSE, A level, Foundation	Independent Projects	Independent Projects	Independent Projects	Independent Projects

ACHIEVEMENTS/ AWARDS

The Foundry, Global Game Jam Host
2018

Game Jam Best in Show

Our teams Global Game Jam game won best in show at the site hosted by the Foundry. We won a 3D printed Master Sword.

University of the West of England
2016

Deans Award for Academic Excellence (2nd Year)

After completing my second year of University I received a Deans Award for "Consistent Excellence".

University of the West of England, ITS department
2016

Cyber Security Game Jam Competition Winner

Winner of the Cyber Security Gam Jam Competition, awarded with £10,000 prize funding.

University of the West of England
2016

Nominated for Intern of the Year

After completing my first internship I was nominated for intern of the year, after managing to meet all the projects stretch goals.

University of the West of England
2016

Deans Award for Academic Excellence (1st Year)

After completing my first year of University I received a Deans Award for "Consistent Excellence".