

CHRISTOPHER SOUTHORN

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Passionate games developer with a Master's degree in games design and programming. I have 4 years' experience working with both Unity and Unreal engine 4 to produce several solo and group projects. I am self-motivated and enjoy ensuring my work is to the highest standard possible, I can also confidently communicate with others from different game creation disciplines and independently self-learn to overcome problems.

SKILLS

- C#
- C++
- 4 years Unreal Engine experience
- Unreal Engine 4 Blueprint Visual Scripting
- 4 years Unity game engine experience
- Tortoise SVN
- Adobe Photoshop

EDUCATION

SEP 2014 – JUL 2018

MENG (HONS) GAMES DESIGN AND PROGRAMMING, STAFFORDSHIRE UNIVERSITY

4th year Modules – average grade 88%

Advanced Vehicle and Weapon Prototyping – grade 80% (1st)

Mobile Games Development - grade 87% (1st)

Advanced Character Prototyping – grade 97% (1st)

Advanced Game Environment Design and Research - grade 88% (1st)

3rd year Modules - average grade 80%

Individual Games Technology Project – grade 88% (1st)

Advanced Games Prototyping an AI Scripting – grade 82% (1st)

Senior Collaborative Games Development and Testing – grade 78% (1st)

2nd year Modules - average grade 80%

Social & Mobile Game Development – grade 83%(1st)

Advanced 3D Games Engines and Scripting – grade 79% (1st)

Junior Collaborative Game Development & Testing – grade 74% (1st)

SEP 2010 - JUN 2012

NATIONAL DIPLOMA FOR IT PRACTITIONERS, SOUTH WORCESTERSHIRE COLLEGE

This was a 2-year course covering a wide variety of IT based topics including games design which inspired me to pursue games design as a career, I achieved a triple distinction grade.

SEP 2004 - JUN 2008

GCSE'S, PERSHORE HIGH SCHOOL

11 GCSE's achieved, grades from A-C including Maths(A), Science (A), English(B)

WORK HISTORY

JUN 2013 – JUL 2014

FIRST LINE TECHNICAL SUPPORT AGENT, NAMESCO LIMITED

Responsibilities included handling calls, support tickets and email requests from customers regarding issues with their web hosting.

AUG 2012 – MAR 2013

FLEET SUPPORT AGENT, VIEZU TECHNOLOGIES LTD

Responsibilities included handling calls from customers regarding issues with Viezu vehicle remapping process and following an established workflow to modify vehicle ECUs to lower emissions as part of Viezu's fleet initiative.

HOBBIES AND INTERESTS

I am an avid gamer and have been ever since I was a child, I particularly enjoy RPGs, Action games and anything I can enjoy with friends. Also, when I can I look to attend gaming conventions such as the Eurogamer Expo where I can chat to the developers about their games.

I enjoy prototyping game ideas in my spare time and jump at the chance to enter Game Jams whenever the opportunity presents itself, so far, I have entered 2 Global Game Jams and a couple of smaller jams held throughout the year. I feel that a game jam is an excellent test of your abilities and a brilliant chance to work together with others from different disciplines.

Before I came to university I began playing with modding tools, I started playing with things like the Elder Scrolls Construction kit to create my own levels and areas. I also created a small area using the Amnesia: the Dark Descent modding tools from Frictional Games, using their documentation and tutorials to have a go at programming events.

I am a big fan of tabletop gaming, this includes board games and miniature games like Warhammer 40,000 and tabletop RPGs like Dungeons and Dragons. I have run several games myself through the tabletop gaming society at Staffordshire University and I feel that it is important to be influenced by both analogue and digital games during the game design process.

REFERENCES

References available on request