**Andrew Wilson**

Games Programmer

Portfolio – <https://www.andrewmarkwilson.com/>

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**Personal Profile**

Games industry programmer with four years experience that thrives on collaboration and solving problems. My career aim is to be a lead programmer at a game development studio. This is achievable by my mentoring of associate engineers, continuous learning of C++, C# as well as Visual Studio, Unreal Engine, and mathematics. I also have direct experience of the PS4/XB1 development, release, and patching processes.

**Employment**

**d3t Ltd – April 2023 – Present**

Senior Programmer

**March 2021 – April 2023**

Programmer

**May 2019 – March 2021**

Associate Programmer

**International Hobo Ltd - June 2018 - September 2018**

Gameplay Programmer (Silk), QA tester & intern

**Released Games**

**Assetto Corsa Competizione + DLC (2020 - PS4/XB1) - Associate Programmer**

<https://505games.com/games/assetto-corsa-competizione/>

**Silk (2019 - Steam) - Gameplay Programmer**

<https://www.hueygames.com/silk>

**Shadows: Awakening (2018 - Multi-platform) - QA tester**

<https://store.steampowered.com/app/585450/Shadows_Awakening/>

**Education and Qualifications**

**University of Bolton – BSc (Hons) Games Programming (1st Class Honours)**

* Advanced Game Engine Architecture (A - 90%)
* Data Structures for Games (A - 92%)
* Applied Physics (A - 92%)
* Software Engineering (A - 86%)
* Portfolio Project (A - 76%)
* Advanced Game Techniques (A - 76%)

**Technical Skills**

* C++
* Visual Studio
* Unreal Engine 4
* C#
* XSX/XB1
* PS4
* Unity
* STL
* Perforce (P4V)
* Git
* SDL 2.0
* Jenkins
* VS Code
* OpenGL (Basic)
* DirectX 9 (Basic)
* Sourcetree
* UML
* Confluence
* JIRA
* HacknPlan

**Game Jam Experiences**

* Brains Eden - Anglia Ruskin University - July 2018

<https://www.andrewmarkwilson.com/incompetanks>

* Ludum Dare 40 - Home - December 2017

<https://andrewwilson.itch.io/bobs-got-baggage>

* Jamchester - Manchester (The Studio) - June 2017

<https://devpost.com/software/evolve-jamchester-2017-project-submission>

* BellyFeel Media Jam - University of Bolton - May 2017

<https://www.dropbox.com/s/krezzsrt3jfbw4j/Echo.apk?dl=0>

* Jamchester - Manchester (The Studio) - May 2016

<https://www.andrewmarkwilson.com/happy>

* Global Game Jam - Staffordshire University - January 2016

<https://www.andrewmarkwilson.com/castle-rising-ritual>

* Global Game Jam - Staffordshire University - January 2015

<https://www.andrewmarkwilson.com/child-s-play>

* Train2Game Jam - University of Bedfordshire (Luton) - April 2014

https://www.andrewmarkwilson.com/me-am-hungry

**References**

**Dr Steve Manning**

Programme leader/Senior lecturer,

BSc (Hons) Games Programming

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**Phil Owen**

Head of Engineering

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