

Philip Wright

Game Software Development - BSc (Hons)

Personal Details

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Personal Profile

I am a passionate game developer, my main focus is on game-play programming, however I also enjoy the artistic and design side to game development. I hope to gain a career in the games industry, working with others to create fun and brilliant games. I currently have several projects to my name, these include:

Xbox Fitness (Sumo Digital)

I worked on Xbox Fitness as a Junior Technical Designer primarily involved in gesture creation, video mark up and workout testing for a range of content in the product. Additionally I was also involved in the implementation of the Voice User Interface and to an extent the coding of the workout scores. I gained a lot of experience from this contract, particularly relating to working within a large team and working for a studio alongside a publisher.

I also gained experience with version control and project management during the course of the project.

Owlerton Promotional Betting Game (Steel Minions)

A small browser based game developed for a client to help drive traffic to their website. Created using Game Maker, the game involves registered players vying for the top winnings through betting on virtual races. The game was developed over several months as a small team; an artist, another programmer who dealt with the networking and database, and myself as lead programmer.

Block Brawler

A Playstation 4 prototype developed using the Phyre Engine. This project was a team effort that gave me experience working in tandem with artists and designers from other courses, as well as other programmers. Since graduating I have recreated Block Brawler entirely in Unity, this time as a Windows/Linux/Mac standalone.

Retro Fusion (Steel Minions)

A Playstation Minis title designed and developed by myself using the Steel Engine. Retro Fusion is an arcade style shoot-em-up produced on the PSP platform that gave me experience working on a different platform that challenged me to optimise, design and compromise to fit the constraints of the hardware.

Games Britannia and Games Britannia Live

I have now been involved with All the Games Britannia educational events, particularly the GameJam events but also helped with tutorials as a technician. In 2014 I was involved with the Games Britannia live event, during which I ran several GameMaker workshops for the public over the course of the weekend. At the 2015 event I was brought in on short notice to provide similar workshops when a planned workshop had to be cancelled.

Motorway Mayhem

A second year project utilizing DirectX to produce an endless racer style game. During the project I created all the 3D assets myself using 3DS Max and produced the textures myself as well. I also made efforts to explore a variety of functions provided by DirectX and attempt to integrate them with the game to provide a better user experience. The game won in its category at Sheffield Hallam's Creative Spark Event.

Skills and Experience

Programming

C++, C#, DirectX, Unity, x86 Assembler. GML (GameMaker). Some previous experience with Java.

Design and Development

A passion for finding solutions to problems and designing, developing and improving ideas and methods for game play mechanics. I have been able to improve this skill through both group projects/contracts and independent game development.

Student Ambassador (2011 - 2015)

Running and assisting in workshops and demonstrations, giving talks to prospective students, helping to administrate open days and launch events. Within university I am also a student representative on my course.

Technical skills

An understanding of the fundamentals of systems and circuitry from prior experience with more generic computer systems. As well as a focus while at university on effective and efficient implementations of C++

Communication and social

Experience pitching and presenting game ideas and concepts. Participated in scrum meeting. Ran or assisted different workshops for a variety of attendees. Lead speaker or compère for many presentations during my time at university, as well as being the vice president of the union's gaming society for a year.

Education 2007-Present

Sheffield Hallam University

City Campus, Howard Street, Sheffield S1 1WB

Game Software Development (BSc Hons) - 2:1 (68.2%)

Third Year

(2:1 Classification)

3D Games Prototyping .

Effective C++ Programming .

Game Software Project Management.

Final Year Project.

Real-Time 3D Techniques for Games.

First Year

(1st Classification)

Introduction to Game Development.

Fundamentals of Programming.

Fundamentals of Computer Architecture.

Introduction to Requirements and

Systems Modelling.

Mathematics for Graphics.

Professionalism and Communication Skills.

Second Year

(1st Classification)

Programming for Games .

Object-Orientated Programming

Web Application Development.

Software-Hardware Optimisation Techniques

Mathematics for Modelling and Rendering.

Professional Development Project .

Referees

Dr Jacob Habgood

Senior Lecturer in

Games Development

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