

Alec Vickers

PERSONAL STATEMENT

I have studied BSc (Hons) Computer Games Programming and I am looking for my first position within the software development industry. I am a decisive programmer and I am always determined to push boundaries and use innovation to provide the highest quality code for clients regardless of language or platform. I have good interpersonal skills and have shown a high level of competency in managing myself and others as part of a development team. I am a flexible and self-motivated worker who won't shy away from technically challenging tasks.

EXPERIENCE

In my final year I worked on the following projects:

- Developed a multiplayer **networked game** using Java.
- Reproduced an **artificial intelligence** technique based on an article written about Theif.
- Developed a path finding **script** in Python and C# capable of multiple methods of traversal including A*, Dijkstra, Depth First and Breadth First.
- Completed a **dissertation** based around the theme of **Gamification**.

Identity Games (2009-2010)

Identity Games is a small grant-funded student company which I founded with four other students as part of my placement year. Due to the nature of being an indie company I fulfilled a variety of vital roles at including, but not limited to programming, design, project management and art.

In my second year I worked on the following projects:

- Completed a fast-paced 3D racing game using a fully licensed copy of Emergent's Gamebryo engine in a team of nine developers (five programmers, four artists). I took both the roles of **Lead Designer** and **Project Manager**.
- Designed and developed a **total conversion** for Unreal Tournament 2004 including level creation using Unreal Editor, creation of dialog trees, matinee sequences, scripted events and more.
- Created an optimized 'demo scene' style program for the **Sony PSP** using C.
- Programmed a **3D Software Renderer** from the ground up using C++ and GDI+.
- Created an adaption of Snake in **Java ME** for a mobile device.

In my first year I completed the following projects:

- Created a multiplayer prototype for a game leveraging **C#** and **XNA** based on a theme of 'Gravity'.
- Recreated Bubble Bobble using GameMaker 6.
- Worked in a team to develop a game for Microsoft's 2008 Imagine Cup competition and **finished in 3rd** in the UK and was invited to Microsoft HQ in London for the final.

Programming / Scripting

C/C++

C# & XNA

DirectX

Java

UnrealScript

Python

PHP

HTML

Computing

Word

PowerPoint

Excel

Visio

Utilities

Subversion

Cygwin

FTP

EDUCATION

BSc (Hons) Computer Games Programming

University of Derby (2007 – 2012)

Grade: 2:1 (Expected)

Key Modules:	Introduction to 3D Graphics Programming	Game Design
	Interactive 3D Graphics Programming	Console Development
	Game Development Techniques	Software Development
	Applied Game Development	Computer Architecture

Diploma in Professional Practice

University of Derby (2010)

National Certificate for IT Practitioners

Chesterfield College (2005 – 2007)

Grade: Merit Distinction

First Diploma for IT Practitioners

Chesterfield College (2004 – 2005)

Grade: Merit

Key Skills Level 3 in English

Chesterfield College (2004 – 2005)

General Certificate of Secondary Education (GCSEs)

Hastings College of Arts and Technology (2003-2004)

Maths – B English – B

INTERESTS

Table Tennis. I have been a table tennis enthusiast since a young age and I take every opportunity to play. I have never competed professionally but I have several friendly rivalries with colleagues and I find table tennis to be a great source of entertainment outside of work.

Airsoft. Although I didn't have many opportunities to take part in the sport during my degree I am greatly anticipating becoming a more active member in the UK Airsoft community. I find that Airsoft caters well to those who wish to experience a real adrenaline rush whilst simultaneously providing a great amount of exercise.

Board Games. I regularly play a wide variety of board games including traditional games such as Monopoly and Articulate but I also enjoy playing Diplomacy and Axis and Allies. I also own several Warhammer 40'000 armies and I play Dungeons and Dragons occasionally with my friends.

MISCELLANEOUS

I competed in Microsoft's X48 to produce a game within 48 hours with support and guidance from leading members of the games industry including two lead programmers; Marcus Lynn of Lion Head and Dean Calver from Splash Damage.

I was selected to take part in the virtual signing of a contract in Second-Life between the University of Derby and the business solutions company EDA.

I was a student ambassador for Computer Games Programming attending Open Days to greet prospective students and parents giving them a tour of the University and answering any questions they have.