

Aaron Swiss-Hamlett

07590 669713  a.swiss.hamlett@googlemail.com



swisshamlett.com



[linkedin.com/in/a-swiss-hamlett](https://www.linkedin.com/in/a-swiss-hamlett)



[Aaron_Kalkalis](#)

Career Profile

Current C++ Programming student of Video Game Development MSc at Gamer Camp, Birmingham City University. A T-skilled developer across Programming with knowledge in fields such as UI & Gameplay Programming, OpenGL, Server Implementation and the Unity and UE4 game engines.

Currently looking for an entry level, graduate or internship position as a Programmer at a Games Studio.

Skills

Programming Languages	C++, C# Scripting, OpenGL, SFML, HTML, GLSL
Engine Experience	Unreal Engine 4.18, Unity Engine 2017, Cocos2D-x
Software	Visual Studio, 3DS Max 2017, Microsoft Word, Powerpoint & Excel
Project Management	Hansoft, P4V, GitHub, SourceTree, Axosoft
Communication	<ul style="list-style-type: none">• Presentations – Clear, succinct visually pleasing delivery• Verbal – Able to listen and provide on topics of design and project needs• Written – High quality, understandable and easily navigable documentation
Soft Skills	Flexible, Team Player, Adaptive, Problem Solver, Good Listener, Detail-Oriented, Open to Feedback, Friendly Personality, Self-Confident, Self-Motivated

Education and Qualifications

**Sept '17 – Aug '18: Birmingham City University MSc Video Game Development
Predicted Merit Grade on Completion**

- A 5 Module program split into 2 projects.
- Have been Student Representative for entire duration of the course.
- For a portion of M5, I fulfilled the role of Code Liaison for UE4 Project.
- Modules 1 and 2 are the R&D and Development of a 2D single screen platformer for the Android Platform developed by a team of 8 (3 Coders, 3 Artists, 2 Designers).
- Modules 3-5 are Prototype, Pre-Production and Production of a Metroidvania game exclusively for Playstation 4 and developed using Unreal Engine 4.18 by a team of up to 27 (M3&4: 8 Coders, 11 Artists, 8 Designers; M5: 5 Coders, 9 Artists, 1 Designer).
- During M1&2, I was involved in Gameplay Programming. For M3-5, I was the Core UI Programmer.

Unreal Engine Project: Echoes, a Playstation 4 game (Found on Portfolio Website)

- Implemented HUD, Front-end and In-Game menus throughout entire project utilising C++ and UMG.
- Created using UE 4.18.3.
- Created backend code for use with all developers.
- Understood, analysed and refined project file structure and production pipelines.
- Presented to stakeholders the development of the entire Code team during each of our Sprint Reviews (Typically every 2 weeks).

Sept '13 - May '16: Coventry University

BSc Games Technology (2:1) (Hons)

Key Modules: Games Programming (C++), AI Games Programming, 3D Graphics Programming, 3D Modelling & Animation, Server Programming, Creative Entrepreneurship

Final Project: Additive Rhythm Mechanic Implementation into Arena Shooter (Found on Portfolio Website) (Awarded 66%)

- Created using Unity Engine 5.6 with C# scripting.
- Adding audio-visual sensory elements to 3rd person gunplay.
- Iterative Testing process for development and results.
- Report – Documenting development, research and results in 10,000 words.
- Elements include: 3rd person shooting, UI design, 3D Modelling, Basic AI, Collision Detection, Scoring system.

Employment History:

April '17: Insomnia 60

Green Team Volunteer

- As part of the team working on the show floor, I interfaced with the customers attending the event and reported to superiors
- Rapidly integrated myself into a team of people I had never worked with prior

April and Aug '09: Codemasters

Work Experience Intern

- Two, fortnight long placements working with the Public Relations (PR) Department.
- Duties included cataloguing critical product reception, PR data delivery and video trailer design.
- Professional delivery – Integrated into teams on short notice with high quality work.

Hobbies and Interests

Game Jams

Participated in Global Game Jam 2015 & 2018.

Hobbyist Code

Followed multiple uDemy Courses in Unreal Engine C++ programming, currently working on personal UE4 Project.

Competitions

Participated in Search for a Star 2017 & 2018, won 1st place for World Maths Day 2010 at Southam College.

Events

Attended EGX annually since 2011.