Bryn Slack

University: Sheffield Hallam
Course: MSc Games Software Development

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Education

MSc Games Software Development (Distinction) Sheffield Hallam (2016 – 2017)

Term 1 Modules		Term 2 Modules		Term 3 Modules	
C++ Boot Camp	95%	Game Development Practice (Team Project)	92%	Research and Development Project (Individual Project)	64%
Graphics and Animation	64%	Special Techniques for Graphics and Animation	68%		
Hardware Orientated Software Engineering	92%	Multiprocessing and Parallel Systems	86%		
Software Studio Planning	65%	Research Methods	64%		

BSc Computer Games Programming (1st Class Honors) University of Huddersfield (2011 – 2015)

Year 1 Modules		Year 2 Modules		Year 3 Modules	
Computing Science & Maths	A	Computational Maths	94%	Artificial Intelligence	71%
Computer Games Studio 1	B	Computer Games Studio 2	74%	Advanced Computer Games Development	69%
Hardware & Networks	B	Algorithms, Processes & Data	89%	Individual Project	68%
Team Project	C	Team Project	81%	Team Project	80%
Software Design & Development	C	OO Systems Development	87%		

North Halifax Grammar Sixth Form (2009 – 2011)   North Halifax Grammar School (2004 – 2009)

A-Levels:
Electronics – A, Maths – B, Physics – B

GCSEs:
10 GCSEs A – C including Maths, Physics and English.

Skills

- Languages – Very experienced with C++ and C# and brief experience with a variety of other languages.
- IDEs – Microsoft Visual Studio and Eclipse.
- Tools / Middleware – Lots of experience with Unity and UE4.
  Also a little experience with DirectX and OpenGL.
- Source Control – Tortoise SVN, GitHub and Source Tree.

Work Experience

Canalside Studios (2013 – 2014)

Canalside Studios is an in-house games studio at the University of Huddersfield. Canalside Studios has produced games in the past such as Yo-Ho Kablammo but more recently the focus has been on serious games.
During my time at Canalside I gained a large amount of experience with Unity since I worked on multiple projects which were all created using Unity. The projects differed greatly which helped increase my understanding and knowledge of Unity and using it in different ways for different kinds of experiences.
I was involved with a lot of mobile projects such as Appy Student, which is an educational game centered around student safety, as well as a few other smaller mobile projects where touch input or mobile input was required in some capacity. Working on the different mini games in Appy Student gave me experience with the various types of input that is available with mobile. Some of the mini games created made use of the touch functionality and others made use of the gyroscopes for tilt functionality.
I also had experience using source control with tortoise SVN whilst working on a training simulation for the Fire Department.