Hussain Patel
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Games Programming graduate with project-management, time-keeping and design skills

Education

2013 - 2016   De Montfort University
1st BSc. (Honours) Computer Games Programming
Modules and their percentage mark (links to portfolio section):

3rd Year:	Shader Programming **[83]**, Mobile Robotics **[66]**, Fuzzy Logic **[72]**, Games Programming **[75]**, Computing Project **[61]**
2nd Year:	OO design in C++ **[71]**, Mobile Games **[75]**, Game AI **[69]**, Graphics and 3D Modelling **[71]**
1st Year:	Elements of Computing **[71]**, Mathematics **[85]**, Intro to C++ **[81]**, Javascript and HTML **[74]**, Game Design **[75]**

2011 - 2013   The City of Leicester College
A-Levels: **Graphic Design (A)**
Media Studies (B)
English Literature (C)

2009 - 2011   8 GCSEs at grade C and above, including Maths (A) and English (A)

Technical Skills

- Languages: Been using C++ for university, personal and work projects. Can implement and work with Object Orientated and Component based architectures.
  - **C++, HTML, PHP, C#, MySQL**

- Graphical: Up to 4 years using CorelDraw and its partnering software. Can quickly draft UI to screen scale. Can also develop high quality vector logos and images.
  - **CorelDraw, Photoshop**

- Tools: Used Construct 2 for 3 years for rapidly developing game prototypes on multiple platforms.
  - **Slack, Construct 2, GitHub, Doxygen**

- Microsoft packages: Used Excel for several years during work experience and projects to improve workflow and serve professional purposes.
  - **Team Foundation Server, Word, Excel, Visio, Visual Studio (2012-15)**

Work Experience and Projects

December 2016 - Current   Junior Software Engineer, Weatherford
Responsible for adding features and fixing bugs as part of a team. Working to develop a plugin using C++ and Qt. Must manage tasks in an agile environment using TFS. Takes part in meetings with other developers and the Product Owners to identify and test features.

13th June 2016 - 22nd July   Graduate Software Developer, DS-Cubed
Working in a team to develop an open-source piece of software in C++ to be used in a university education level environment. This involved collaborating with other programmers using GitHub and Slack.

13th June 2016 - 22nd July   Graduate Database Programmer, Scenex Sets and Staging
Using C# and MySQL databases in an industry environment to enable day to day processes to function more effectively and efficiently. Mostly independent work so developed time management skills and learnt to prioritise appropriately.

Summer 2015 - Winter 2016 Sole Developer, [Hold On!](#)
Designed, tested, and implemented a fully playable PC game as (what started as) a self-motivated summer project. This involved:
- Planning the game, including narrative, software used and game mechanics
- Creating a HTML5 prototype and subsequently a C++ version
- Testing the game for bugs and performance
- Promoting the game via word of mouth, social media, and distribution of alpha copies
- Designing wearable buttons for further promotion
- Booking and attending gaming conventions to get professional and user feedback
- Creating and sustaining a server hosting an online high scores system

Summer 2014   Office Assistant, Sequin Design
I was in charge of organising information from different mediums into a single concise document. I ensured that tasks were completed before the deadlines but I was also prepared to crunch in order to complete large amounts of work. I was also responsible for making adjustments to the company website.

Achievements and Interests

Twice a week I participate in five-a-side football sessions. I also attend local gaming conventions as a volunteer and an avid player. I keep up to date with the gaming industry by watching (way too much) YouTube 'Let's plays...' and reading game design articles online. I use my skills and experiences to influence my personal game development. At the time of writing I have just completed developing [Grab the Flag](#) for a 2 week long game jam.

References available on request.