

# Richard Hancock

Game Programmer

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City: Bournemouth

Hi, I'm a Game Programmer currently based in Bournemouth, recently graduated with a First Class Honours in BSc Games Programming at Bournemouth University. Please view my portfolio (Linked Above) to view the best of my work.

## Technical Skills

### High Proficiency:

- Computing – Working, Fixing and Building computers and other technologies.
- Web Development (HTML, CSS, JS, PHP) – 6 Years
- C++ – 4 Years
- Git – 6 Years

### Reasonable Proficiency:

- Python – 2 Years
- Video Editing – 4 Years
- Networking – 3 Years
- OpenGL – 2 Year
- Linux – 3 Years
- NodeJS – 1 Year
- Cross Platform C++ Development (Win, Mac, Linux, Web, Android) – 2 Years

### Basic Proficiency:

- Java – 6 Months
- Android – 1 Year
- Visual Basic – 1 Year
- OpenCL – 3 Months

## Education

Bournemouth University (2013 – 2017) – BSc (Hons) Games Programming

Overall Grade: First Class Honours (74%)

### Year 1: Grade – 1<sup>st</sup>

Topics included C++, basic modelling in Maya, computer architecture, networking concepts, computer graphics concepts and mathematics, Unreal Engine 3 level design, version control, Object-Orientated Programming and business skills in the Creative Technology Industry.

### Year 2: Grade – 1<sup>st</sup>

Topics included advanced C++, Artificial Intelligence in games, project planning, developing software in teams, 3D graphics (OpenGL) and mathematics, SDL2, OGRE, advanced Object-Orientated Programming, Android development using Java and C++ (NDK) and business/financial management skills.

## Year 3: Grade – 1<sup>st</sup>

Topic included Game Engine Development, OpenGL, Accurate Performance Testing & Algorithm Evaluation, Emscripten, Network Implementation (WebSockets, WinSock, Berkley Sockets), Physics, Component Entity Systems, 3<sup>rd</sup> Party Library implementation.

## Dissertation: Grade – 1<sup>st</sup> (71%)

My dissertation involved implementing a web based open-source companion app that connects to games to provide a controller or other interface. A web based system allows a developer to create one app for the majority of platforms, removing one of the biggest development costs/hassles. Research was carried out to evaluate its effectiveness, and a literature survey was carried out to justify the technology and investigate similar projects.

## Work Experience

### Student Research Assistant – Bournemouth University (Full-Time) [June 2017 – Present]

Working as a research assistant for the Creative Technology department continuing the project I started during my Dissertation. I am preparing the project for conference/journal paper submission.

### Self Employed Web Development (Part-Time) [2010 – Present]

I have created several professional websites for friends, family and clients.

I listened to their ideas and stylistic preferences and then built and designed a fully functioning website while maintaining communication with the client.

For examples please refer to my portfolio.

## Achievements

- Achieved 1<sup>st</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place as part of a team during Game Jam events.
- Achieved a 1<sup>st</sup> in every year of university.
- Achieved an award during college for being outstanding during my course, chosen by the teacher.
- Achieved various awards in Orienteering, Kayaking and other outdoor activities.

## Interests and Hobbies

### Gaming

I have been playing video game since I was very young, starting with a SNES and Megadrive moving up to Gameboy, PS2 and the Xbox 360. However, I am mostly a PC gamer as I enjoy the performance and experience compared to consoles. I enjoy most RPG, Sandbox and Space games such as: EVE Online, Elite Dangerous, Factorio and Garry's Mod to name a few current favourites.

### Computers

My biggest hobby aside from gaming is computers, ever since I was a child I have always been using, building and repairing computers. I have built my own internal CAT6 network with a home server connected, so have a reasonable understanding of networking technologies. I also have run some game servers, web servers and general cloud servers so I am also proficient in Linux and command line systems.

Recently I have started utilizing home automation technologies and implementing my own using a Raspberry Pi and simple electronic components.