

Scott Martin

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Portfolio : <https://www.s-m-portfolio.co.uk/>

GitHub: <https://github.com/Flameninja25>

References

John Norton – Sports Direct Manager Personal: 07447932749 Store: 03439092948

Qualifications

BSc (Hons) in Computer Games Development – University of Bedfordshire – October 2019 – June 2022; Degree Grade : First Class

BTEC – Level 3 Extended Diploma in IT (QCF) – Oakland's College – Sept 2017- June 2019; Grade D*D*D*

Certification in: Udemy Learn Manual Software Testing + Agile with Jira Tool. Aug 12, 2024 & Udemy Selenium WebDriver with Java -Basics to Advanced Frameworks Dec 2, 2024

Personal Statement

I am a resourceful, organized and competent Individual who has a keen interest in problem-solving and creating innovative ways to make a successful outcome for a product. My interest is in I.T development, was reinforced as progressed through my I.T Diploma and Computer Games Development course at university. Throughout my University Course, I have further developed and pushed my technical understanding which has given me the resolve to follow this career path.

Technical Skills

TECHNOLOGY DOMAIN	TECHNOLOGIES AND TOOLS
Programming languages	C#, C++, Python, JavaScript, SQL, Java.
IDE's	Visual Studio
Game Engines	Unreal Engine 4/5, Unity, Godot
Operating systems	Windows
Software	Microsoft Office, Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Microsoft Outlook, Jira, Selenium

Work Experience

Customer Sales Assistant – Sports Direct (November 2022 – Present)

- . Stocked the store after getting deliveries in a fast and clean manner so the store could continue to function well.
- . Helped customers while also being able to complete all assigned tasks in a timely manner, thanks to effective time management and teamwork.
- . Managed to work calmly and fast during busy winter periods while still being able to give customers the support and advice needed.

Customer Sales Assistant – WHSmith (November 2019 – December 2019)

Transferable Skills

- Problem Solver:

Through University I had many projects to complete with defined goals by the curriculum and I managed to find creative solutions to each one.

- Communicating and working in a team:

Collaborated and worked with peers in customer service to complete work promptly and efficiently along with being forward with feedback and not being afraid to ask questions to fill knowledge I lack.

-Calm/level headed:

Worked efficiently during intense holiday periods and multitasking effectively.

My Experience

- C# and C++:

Used C++ for Unreal development and C# for Unity development of multiple coding artefacts and game elements including developing, testing and refining the code as needed as well as the creation of a terrain generator with database connection with experience using Popular IDE Visual Studio.

- Experience using common Object-oriented programming practices:

Use of SOLID programming principles for university projects including Game artefacts and Terrain generation software.

Hobbies & Interests

My hobbies include Game design with developing prototype ideas for multiple game elements and also playing video games for entertainment and gathering ideas for both stories and gameplay.