

Christopher Robertson

Student Software Developer

Falmouth, Cornwall
christopherprobertson.com
christopherprobertson@outlook.com

Personal Statement

My name is Christopher Robertson, and I am a Student Software Developer studying BSc (Hons) Computing for Games in my final year at Falmouth University. My area of Programming is currently in Games Development with a special interest in Graphics Programming. My favourite research topic is anything Mesh Manipulation related.

Key Skills

- C++
- C#
- Python
- Unreal Engine 4
- Unity
- OpenGL
- SDL2
- Git
- Javascript/HTML/CSS
- Agile Workflow

Projects

Dissertation –TBD

- Comparison of DirectX, Vulkan and OpenGL performance for a popular Mesh Destruction technique known as Polygon Clipping.

UE4 Multiplayer Arena Shooter – TBD

- A multiplayer FPS game produced in Unreal Engine by Mediocre Reality who are a 3rd year multi-disciplinary Student Team.

OpenGL C++ - Mesh Destruction – 76% (1st)

- A small OpenGL demo which demonstrates the ability to create procedural bullet holes in walls which utilises a Polygon Clipping and Triangulation algorithm.

Legal Tender – 71.8% (1st)

- A local co-op heist game produced in Unity C# by Low-Poly Platypus who were a 2nd year multi-disciplinary Student Team I was in.

Education History

Falmouth University	September 2019 to Current
BSc (Hons) Computing for Games	N/A

- Gathered experience working as a Programmer in Student led Team Projects for 3 years using Agile Workflow and Git Version Control.
- Gathered experience in Unity, Unreal Engine and other Graphics API.
- Studied a 3D Mathematics Module using C++ and achieved a first.
- Used an Arduino to produce a Custom Controller that integrates into Unity.

Northbrook MET

September 2017 to June 2019

Creative Media Production (Games Development) - Level 3 Extended Diploma

Distinction

- Developed C# and Unity skills producing a wide range of games.
- Learned the Modelling Pipeline using Maya to produce Low-Poly and High-Poly assets for solo projects.

Extra-Curricular

AZ-900 (Microsoft Azure Fundamentals) Certificate

- Cloud Computing Certificate hosted in partnership with Microsoft.

Student Course Representative - 3 Years

- Gained feedback from peers which was brought to discussion with Staff and Course Leaders to improve the quality of the course.

Student Mentor – 1 Year

- Assigned a group of new students at the University to assist them with the transition to higher education.

Pass Leader– 1 Year

- Facilitated discussion with other Leaders for the entirety of the year below to assist with their studies.

Hobbies

One of my regular hobbies is playing Video Games with my preferred genres being FPSs, Strategy and Action Games particularly when they are military, or historical focussed. I also enjoy entering game jams whenever I have the chance as I always take pleasure in creating a small game as it gives me a good excuse to do some modelling. A few that I've participated in include Ludum Dare, GGJ, Extra Credits and GMTK. Additionally, I often build miniature models using Airfix and Revell kits and then paint them afterwards. Running is also another hobby of mine that I do for not only the health benefits, but for the challenge too.

References

Available on request