

# 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 3<sup>rd</sup> year multi-disciplinary Student Team.

OpenGL C++ - Mesh Destruction – 76% (1<sup>st</sup>)

- 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% (1<sup>st</sup>)

- A local co-op heist game produced in Unity C# by Low-Poly Platypus who were a 2<sup>nd</sup> 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