Christopher Robertson
Software Engineer

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Personal Statement

My name is Christopher Robertson, and I am a Software Engineer from the United Kingdom who is employed within the Games Industry. At present, I am a Professional Member of the BCS with an accredited (1st Honours) degree in Computing. Formerly, I attended Falmouth University where I graduated in 2022. My main focus and interest in Programming consists of Graphics, CoreTech and UI/UX Development. Most of my development and knowledge is within Unreal Engine; however, I have had past experience with Low-Level Graphics API.

Skills

- C++
- Unreal Engine 5
- Perforce
- Blueprints
- Graphics Optimisation
- Console Development
- Swarm

- C#
- UI Development
- Unity
- Git
- Jira
- OpenGL/Vulkan/DX12
- Javascript/HTML/CSS

Projects

Fortnite - Present
- Worked on as an Intermediate Programmer.
- Credited Title.

NDA - AAA Unreal Engine 5 First Person Action Game - 6 Months
- Miscellaneous Optimisation features and Refactoring.

Vampire: The Masquerade: Bloodhunt - 6 Months
- UI and UX Development in Unreal Engine 4.
- Handling and dealing with Bug Tickets through Jira.
- Credited Title (https://bloodhunt.com/en-gb/about/credits)

Employment History

d3t - Runcorn, Cheshire
Programmer   September 2023 to Present
Associate Programmer   June 2022 to September 2023

- Professionally Developing Games in Unreal Engine 5 with experience on AAA titles.
- Extensively using C++ in conjunction with Blueprints.
- Experience Developing on Consoles within Unreal Engine 5.
- Critically Debugging and Analysing AAA Code Bases.
- Providing Feedback on Swarm Review for Development and Code Applications.
- Creating and maintaining Project Documentation on Confluence.

Education

Falmouth University

BSc (Hons) Computing for Games

September 2019 to 2022

N/A

- Gathered experience working as a Programmer in Student led Team Projects for 3 years using Agile Workflow and Git Version Control.
- Gained experience in Unity, Unreal Engine and Graphics APIs.
- Studied a 3D Mathematics Module using C++ and achieved a first.

Northbrook MET

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

September 2017 to June 2019

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.

Miscellaneous

Professional Member of the BCS

- Standing member of the British Computing Society.

Contributor to Unreal Engine

- Submitted an accepted Pull Request in regards to Animation Optimisation.

AZ-900 (Microsoft Azure Fundamentals) Certificate

- Cloud Computing Certificate hosted in partnership with Microsoft.

Hobbies

Outside of my work, I engage in a variety of activities including sketching environments, reading, creating websites, exercising, playing games, and travelling to events/conventions. You can often find me in attendance during EGX, MCM London Comic Con, and Insomnia.

References

Available on request.