

Curriculum Vitae – Andrew Gates

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Personal Profile

I have recently finished my Skillset Accredited course in Computer Games Programming at Teesside University. I have a great interest in programming, especially involving games and I enjoy the challenges this presents. I am highly self-motivated and passionate about my interests.

I am a friendly person and get along with other people easily. I enjoy working with others in a team, but am also capable of working effectively independently. I am a logical thinker and a fast learner when presented with new technologies or techniques, am always excited to learn more wherever possible and would therefore love to pursue a career in the games industry where I will always be presented with challenges and opportunities to improve my skills.

Education

2009 – 2012

BSc Computer Games Programming

Teesside University

First Year Modules :

Programming	87
Games Middleware	60
Systems Design	77
Games Technology	71
Mathematics	76

Second Year Modules:

Artificial Intelligence Programming	76
Network and Concurrent Programming	73
3D Graphics Programming	79
Games Engine Construction	74
Mobile Games Programming	83
Games Software Development	63

Third Year Modules:

Games Device Programming

Multiplayer Games Programming
Final Year Project
Advanced Games Development
Real Time Graphics

About The Course

My course at Teesside University has given me a strong knowledge of programming, mainly focused on C++ but also introduced me to various other languages, as well as giving me a chance to work in a team with people from other aspects of game development. I have gained a strong understanding of graphics APIs such as Direct3D as well as object oriented programming skills and maths skills.

2007 – 2009

Queen Elizabeth Sixth
Form College,
Darlington

A-Levels

Computing - A
Mathematics - C
Chemistry - C

AS-Levels

Biology – B

2002 – 2007

Staindrop Comprehensive
School

GCSEs + GNVQs

9 GCSE's A-C + 1 GNVQ – Merit

Skills

Programming languages I have experience using:

C / C++, C#, Java, Objective C, HLSL, Unrealscript, Visual Basic

Software and technologies I have experience using:

Microsoft Visual Studio, CodeBlocks, Eclipse, Xcode, Unreal Development Kit, Adobe Photoshop
Direct3D 9/10/11, GP2X Caanoo SDK, XNA

Interests

I spend a lot of my spare time either programming, as I always have a project to be working on, or playing games, as games are an important influence in my life, but I am also interested in music, being a keen guitarist and have played in bands in the past.

I also have an interest in electronics, especially with building circuits involving microcontrollers as this allows me to combine this hobby with my love of programming.

References

References are available on request