

Louis Byers

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Personal Statement

I am an enthusiastic game developer, spending the past three years studying computer game technology at Anglia Ruskin University, in Cambridge. I am looking to gain a programming role within as part of a game studio/team, after previously releasing university projects on different platforms including mobile, virtual reality and Windows. I previously won a university-based games jam, with my efforts focused on the gameplay programming. Prior to university, I completed a one-year apprenticeship in IT and Telecoms Professionals while working full-time as an IT technician before switching part time during my university studies.

Personal Skills

- ✓ I have got knowledge in different coding languages including **C#, UE4 Blueprints, Google Script/Javascript** and **HTML**
- ✓ I have a basic understanding of **Autodesk Maya**, previously using the software for modelling.
- ✓ I have used a range of software including the Microsoft Office suite (**Word, Excel, Outlook, Access**), Adobe Creative suite (**Photoshop, Premiere Pro, InDesign, Dreamweaver**), and **Google Drive apps (Sheets, Docs, Slides)**
- ✓ I can **organise work** and **manage my time** well.
- ✓ I feel confident **working individually** or part of a team.
- ✓ I have used a range of **communication and work management solutions** for various work activities (**Discord, Google Hangouts, emails, Trello**)

Education

BSc (Hons) Computer Gaming Technology

Computer Game Technology	Awaiting	September 2017 – May 2020
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BTEC L3 Diploma in Professional Competence for IT and Telecoms Professionals (QCF)

IT and Telecoms Professionals	Qualified	August 2017
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A-Level Media Studies	Merit	June 2016
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A-Level Photography	Merit	June 2016
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BTEC L3 Ext. Diploma ICT	Distinction	June 2016
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11x GCSEs or Level 2 equivalent qualifications including English Language, Mathematics, Sciences, ICT and Geography

Career History

Robins Row Ltd
Office administrator

June 2013

I spent a fortnight period working as an office administrator for a school work experience event. Jobs I performed including straightforward tasks such as filing, photocopying, scanning documents, and opening posts. I progressed through to writing letters to clients, processing debit and helping with marketing.

Skills developed: Communicating to employees, displaying a positive attitude, writing and computing skills.

Freight Filter
IT Technician

August 2016 – April 2020

As part of my IT and Telecoms Professional apprenticeship, I worked a full-time job as an IT Technician completing tasks such as data processing, geocoding, programming and data researching. My role required me to work with individuals working remotely across the country, teaching me to understand and work with online communication methods (video conferencing, emails, instant messaging). My role saw me work in an office of a partnering business, expecting me to be responsible for instant communications between the two businesses. During my university career, I stepped down to a part-time role to allow me to work flexible hours while working around my university.

Skills developed: Working in teams and individually, use of online communication tools, time management, programming and data processing

Hobbies & Interests

I have worked for a range of e-sports video game tournaments as a commentator over the past two years, with opportunities to travel to Scotland and Lithuania for different online broadcasts. One key broadcast ran by the Scottish Esports League was picked up for broadcast on BBC Scotland's television network, while some opportunities have been voluntary work. I have also volunteered at AFC Sudbury, a local non-league sports club where I performed weekly tasks such as car-park management, matchday stewarding, souvenir programme editing and PA matchday voice work. I enjoy playing videogames, watching sports and movies in my spare time.

References

Available on request.