Christopher Oghoetuoma|Games Programmer

Location: North East England
Email: christopheroghoetuoma@outlook.com
Telephone: 07423 324 192
Website: www.christopheroghoetuoma.com

Personal Statement

I am a hard working student in Computer Game Engineering at Newcastle University acquiring strong grades and on track for a first class distinction. I enjoy problem solving and programming therefore I am looking for a challenging and engaging role in a game studio. Knowing the competitive and challenging environment in games development I am eager to gain professional experience to enhance my personal growth. Through my experiences at university and in my masters degree so far, my ability to work under pressure and meet deadlines has only increased.

Core skills and experience:
- Programming experience in C++ and C#
- Visual Studio IDE
- Version control with GitHub
- Experience with projects in Unity
- Experience using the Playstation 3 development kit
- Team work on multiple projects
- Strong Communication skills

2020 – 2021 Newcastle University

Computer Game Engineering Msc - Expected Graduation 2021

2013 – 2016 Northumbria University

Bachelor of Science with Second Class Honours (Upper Division) (2:1) in Computer Games Programming

2011 – 2013 A-Levels at Queen Elizabeth's Sixth Form College:

History	–	B
Critical Thinking	–	B
Computing	–	C
Maths	–	D
A/S General Studies	–	B
A/S Physics	–	D
GCSE General Studies	–	A

2005 – 2011 GCSEs Red House Independent School:

A*	:	Chemistry, Physics
A	:	Biology, English, History, ICT, Maths
B	:	English Literature, Art
C	:	French

Recent Modules and Marks:
- **Advanced Programming for games (94%):** Worked on a project which strengthened my object oriented programming skills and improved my grasp on C++. Created a text maze solver in C++ using programming concepts form inheritance to a custom implementation of the A* algorithm.
- **Advanced Graphics for Games (82%):** Worked with an existing codebase to create an interesting graphical representation of the theme; which this year was cyberpunk. This allowed me to get to grips with new skills in GLSL shader language, open GL and the graphical pipeline while also improving my C++ programming skills.
- **Advanced Game technologies(83%):** Again working with an existing codebase we were tasked with making a small game demo using new concepts in Physics and AI programming. This helped me develop skills in representing game worlds through mathematical expressions and programming constructs.
- **Game technology Innovations(82%):** As part of a group we were each tasked with creating a prototype of game ideas that could be included in the final game. I created 2 prototypes for gameplay additions using the unity game engine. This helped me to develop skills in the unity engine which I had only used for 2D projects before.
- **Engineering Gaming Solutions within a Team(85%):** Working in a group of 8 we were tasked with expanding the game created in advanced game technologies. I was mainly responsible for the physics middleware into the project. This helped me develop my C++ skills further whilst also getting experience working on a large project as part of a team.

Hobbies and Interests:
- Avid interest in video games, be that playing them or keeping up to date on the latest industry news and events.
- Youtube video creation and twitch streaming. My friends and I created a YouTube channel and enjoy talking and creating new videos and podcasts there and acquiring skills in video editing and communication along the way.
- Science and technology. I love to watch educational videos on topics ranging from technology and science to economics and history.
- Reading programming books and websites in an effort to be better at programming and improve my problem solving skills.
- Started a weight loss journey last year and (when the pandemic permits) enjoy going to the gym to aid that journey.