

Luke Moseley

Games Programmer

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SUMMARY A dedicated Computer Games Programming student at the University of Gloucestershire who is passionate about implementing creative and engaging game systems. Worked on projects in C# and C++, using Unity and Unreal Engine. Strives to write clean and maintainable code, making use of programming techniques, algorithms and design patterns. Experience working within teams, developing communication skills and gaining an understanding of group dynamics. Pursuing hands on experience of creating games within a team of talented and skilled individuals in a junior or entry level / graduate role.

- EXPERIENCE**
- Freelance Programming Role** (Jun 2024 – Oct 2024)

 - Completed contract work on a game project ('Tulou') for a masters degree student and their team at the National Film & Television School, that was showcased at EGX.
 - Gained an understanding of working remotely, joining a project midway through development and getting to grips with an already existing code base.
 - Contributed towards the UI systems, animation, scene loading, the sound manager and a tutorial system.
- Student Ambassador** (Nov 2022 – Present)

 - Represented the university at 30+ events such as open days, school visits, and a residential.
 - Engaged with prospective students and parents to promote the university and talk about student life and experiences.
 - Responsible for running guided campus tours, presenting the facilities and answering questions that prospective students and families may ask about the Computer Games Programming Course.

- EDUCATION**
- University of Gloucestershire** (Sep 2022 – current)

BSc Computer Games Programming (Ongoing : Final Year) – **Predicted 1st Class**
- Birmingham Ormiston Academy** (Sep 2018 – June 2022)

BTEC Level 3 National Extended Diploma in Games Design and New Media – **Triple Distinction***

BTEC Level 2 TECH Award in Creative Media Production (Games Design) – **Distinction***

- SKILLS**
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|----------------|-----------------|----------------------|
| • C# | • Unity | • Visual Studio |
| • C++ | • Unreal Engine | • Visual Studio Code |
| • UE Scripting | • Construct | • GitHub |

- OTHER / HOBBIES & INTERESTS**
- Showcased group game projects 2 years in a row at COMX (University's end of year show).
 - Winner of the 'Best Level 5 Student' at 2024 COMX Awards.
 - Developed my own mobile games and published to itch.io.
 - Member of Scouting association for 12+ years (from 6 to 18 years old), reaching the position of Cub Leader.
 - Fencing at Sutton Coldfield Fencing Club, and competed in competitions (5 years).
 - Bronze and Silver D of E holder.

REFERENCES References available upon request