

Nick Chilvers | BSc (Hons) Computer Games Programming

University of Huddersfield

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Personal Profile

A self-motivated, ambitious programmer with a passion for video games and the gaming industry. A patient and logical problem-solver with particular interests in Graphics programming and Engine Architecture.

A responsible and dependable person that works well both in teams and independently, with good communication skills, able to work under pressure to meet deadlines and proficient at learning new and unfamiliar programming languages.

Education

BSc (Hons) Computer Games Programming

University of Huddersfield (September 2013 – present)

First Year Modules -

- Game Studio 1 (A)
- Software Design & Development (A)
- Hardware and Networks (A)
- Team Project 1 (B)
- Computer Science & Maths (B)

Second Year Modules (Pending)-

- Game Engine Architecture
- Computational Mathematics
- Team Project 2
- Algorithms Processes and Data
- Game Studio 2

A Levels

Bruntcliffe School (Sixth Form) (2011 – 2013)

- ICT (Distinction)
- Financial Studies (B)
- Psychology (C)

GCSEs

Bruntcliffe School

- Business (Distinction*)
- ICT (Distinction)
- Mathematics (C)
- English (C)
- Additional Science (B)
- Product Design (B)
- Science (C)

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Games Project Experience

Deadlock (Windows 8 Store) 2013

Role: Programmer

Languages: C++

During Year 1 of University, I joined a team of 6 to create 2D sidescroller called Deadlock. Completed over two semesters, I implemented a 2D physics system, sound engine using XAudio2 and player mechanics.

Halloween Game Jam (Unity) 2014

Role: Programmer

Languages: C#

At the start of Year 2, I joined a team of 7 to create a 3D game over a 4 week period. I implemented player movement, shooting and animation systems as well as game controls for PC and Android devices.

Technical Skills

- C++
- OpenGL 3.3
- GLSL
- DirectX 9
- Java
- Unity (C#)

Software Experience

Visual Studio 2012/2013

Windows XP - 8

Git

Eclipse

Perforce (Source Control)

Microsoft Office Suite

Hobbies and Interests

Graphics Programming

- In my spare time I have learnt OpenGL 3.3 and implemented a 3D game engine that uses forward rendering and supports various rendering techniques such as Variance Shadow Mapping, Parallax Displacement Mapping, and Normal Mapping and uses the Phong Lighting model.

Gaming

- I enjoy playing a variety of video games and being able to look at the finer details to understand how the developers have implemented certain features. This gives me further understanding of the different techniques used and how I can implement them myself.

Portfolio Available at
www.nickchilvers.com

References

Dr Martyn Prigmore

Course Leader

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Dr Zhijie Xu

Lecturer

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