

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.

Experience

Canalside Studios - Pocket Galaxy (IOS & Android) 2016 **Role:** Programmer

Languages: C# - Unity

Website: www.pocketgalaxy.co.uk

During my placement year, I joined Canalside Studios, an independent game studio run by the University of Huddersfield. Throughout the year I was part of a 4-person team, developing a brand new IP for the studio. I worked mainly on upgrade systems, user interface, general mechanics, audio engine (Wwise), along with lots of other backend and frontend systems. I attended multiple events including EGX Rezzed, Insomnia 57 and GAMAYO, where the game was showcased.

Godz / Tiny Titans (Unity) 2014

Role: Programmer

Languages: C#

At the start of Year 2, I joined a team of 8 to create a 3D game over a 2-semester period. I implemented full online networking (with server tools), player movement and controls, shooting and animation systems along with lots of general gameplay functionality.

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 various player mechanics.

Education

(2013 – Present) **BSc (Hons) Computer Games Programming**

University of Huddersfield

First Year Modules -

- Game Studio 1 (A)
- Software Design & Development (A)
- Hardware and Networks (A)

Second Year Modules -

- Game Studio 2 (A)
- Computational Mathematics (A)
- Team Project 2 (A)

- Team Project 1 (B) Algorithms Processes and Data (A)
- Computer Science & Maths (B) Game Engine Architecture (B)

A Levels

Bruntcliffe School (Sixth Form) (2011 – 2013)

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

GCSEs

Bruntcliffe School

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

Hobbies, Interests and Achievements

Search for a Star 2017 Finalist

- Search for A Star is one of Europe’s biggest student game dev competitions, designed to highlight and reward the most promising young video game developers. I created a Space RTS, Tower Defence game in 2 week that received the highest score of all entrants in round 2 of the competition.

Graphics Programming

- In my spare time, I have learnt OpenGL 3.3 and implemented a 3D game engine in C++ 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.

Gaming Events

- As I have mentioned previously, I attend lots of local gaming events including GAMAYO (Game Makers, Yorkshire) which provides a great opportunity to network with industry professionals within an informal environment.

Portfolio Available at
www.nickchilvers.com

References

Dr Duke Gledhill

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