Harry Deane

Plymouth
Phone: 07565981072
Email: harry.deane.99@gmail.com

Profile

Enthusiastic and dedicated Game Developer with a strong foundation in computer science and game development. Currently pursuing a BSc in Computer Science with a focus on Game Development at the University of Plymouth. Skilled in programming, game design, and teamwork, with a passion for creating immersive and interactive gaming experiences. Proven ability to adapt to new challenges and work collaboratively in fast-paced environments.

Technical Skills

Programming Languages: C#, C++, Python
Game Engines: Unity, Unreal Engine
Tools & Technologies: Git, Visual Studio, Blender, Photoshop
Game Development: Game mechanics, AI programming, multiplayer networking (Mirror Networking), level design
Other Skills: Problem-solving, debugging, agile development, teamwork

Education

University of Plymouth
BSc Computer Science – Game Development (2022 – Present)
Specializing in game development, including game design, programming, and AI.
Relevant coursework: Game Engine Architecture, 3D Graphics Programming, Game AI, Multiplayer Networking.

Petroc College
National Foundation Diploma in Information Technology Level 3
Achieved Double Merit Distinction.
Developed foundational skills in programming, IT management, and software development.

Game Development Projects

Guard Duty (University Project)
Role: Project Manager & Multiplayer Programmer
Managed sprints, release schedules, and team collaboration to ensure timely delivery of features. Implemented multiplayer functionality using Mirror Networking, including player synchronization and network optimization. Designed and implemented AI behavior for NPCs, enhancing gameplay dynamics.

OpenGL Renderer (Personal Project)
Built a custom 3D renderer using C++ and OpenGL. Implemented lighting, texture mapping, and camera controls. Gained hands-on experience with shaders and 3D graphics programming.

VR Experience (University Project)
Developed an immersive VR game using Unity and C#. Focused on creating interactive environments and optimizing performance for VR platforms.

Work Experience

Bar Staff/Waiter
Hall & Woodhouse – Woolacombe (March 2022 – Present)
Developed strong communication and teamwork skills in a fast-paced environment. Demonstrated adaptability and problem-solving while managing multiple tasks.

Bar Staff/Waiter
Woolacombe Bay Holiday Parks – Woolacombe (April 2021 – November 2021, March 2018 – November 2019)
Enhanced customer service and time management skills. Worked effectively as part of a team to deliver high-quality service.

Bar Staff/Waiter
The Red Barn – Woolacombe (February 2020 – April 2021)
Gained experience in handling high-pressure situations and maintaining professionalism.

Graphics Design Intern
Bobblehat (March 2016 – April 2016)
Created designs using Photoshop for promotional materials. Developed an eye for detail and creativity in visual design.

Skills and Attributes

Teamwork: Proven ability to collaborate effectively in team-based projects, both in game development and customer service roles.
Problem-Solving: Strong analytical skills with a focus on debugging and optimizing game performance.
Adaptability: Quick learner with the ability to adapt to new tools, technologies, and environments.
Communication: Excellent interpersonal skills developed through customer-facing roles and team collaborations.

References

Available on request

Portfolio and Links

GitHub: github.com/harryDeane

LinkedIn: https://www.linkedin.com/in/harry-deane-974a24307/

Game Projects: harrydeane.co.uk