Andrew Tabb
Video Game Programmer

Contact

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Portfolio
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Skills

General
- Flexible
- Attention to Detail
- Creativity
- Problem Solving
- Time Management
- Communication
- Collaboration
- Dependable
- Leadership

Development
- C#
- C++
- Unity
- Unreal Engine 5
- GitHub/PlasticSCM
- Notion/Trello
- Python
- Blender
- Level Design
- Photo Editing

Hobbies
- Technology
- Gaming
- Camping
- Fitness
- Crafts

Information accurate as of July 2024.

Personal Statement

As an ambitious and self-motivated individual, I take pride in ensuring that everything I do is of a high standard. Having finished my degree in the summer of 2022, I am currently working along with two classmates from university to start a small studio in Yateley where I am the production manager and lead programmer. I studied game development for four years and enjoyed every moment of it. Along with the skills I need to develop my own game projects, I also learnt how to work independently to meet deadlines and guide a team to success through organisation and delegation. As a dedicated individual, I always seek out new opportunities to learn new skills and expand my knowledge. I try my best to fit into every situation I'm thrown in to and will never turn down a challenge.

Experience

Industry Led Games Bootcamp (2024)
- I was selected to be enrolled on a skills bootcamp ran by industry professionals as part of the Game Development Group based in Leamington.
- Gained valuable insight of the game development process.
- Using guidance from highly experienced developers, I worked in a team of 5 to produce a 3D action platformer inside Unreal Engine 5 with a short deadline of 3 months.

Code Ninjas Wokingham (2024 - Current)
- Teach students aged 8-14 block-based coding, JavaScript, Lua, C# and Unity.
- Work in a team to provide high quality help to students of all ages and skill level.

Resident Egg Studios (2022 – 2023)
- Worked alongside two friends to build our own studio and create a tower defence game together Released on steam, and we were happy with our success. https://store.steampowered.com/app/2655130/Gregg_Tower_Defence/
- Spearheaded the coding development for the project including a procedural map generator using Voronoi Noise, Enemy AI, player controller and event system.
- As the lead programmer and production manager on our second project, a 2D survival tower-defence game inside Unity, I am excellent at out of the box thinking and navigating a team to realistic deadlines that I have created.

University Final Major Project Manager (2022)
- The assignment was to create a full game as a team of six in just six months.
- As a fair yet driving leader, I nominated myself as the project lead and the team trusted me throughout the process.
- Alongside being the lead programmer, I managed the projects internal deadlines and oversaw production. As a testament to my leadership skills, I earned a earned a first-class grade for the project.

Alma Studios, London Wimbledon (2021)
- A mock project of creating a virtual Fabergé Egg art gallery as part of work experience.
- Implemented the assets that the team and I had created into a VR environment using Unreal Engine 5 and created interactable environments to go beyond what was expected of me.
- As a flexible team member, I worked hard to create high quality assets and pushed my modelling skills, although my main role was to create a VR environment.

BA (Hons) Game Design and Development (2020-2022)
- Desiring to push myself, I completed a 2 year fast-track degree.
- As a dedicated student, I created multiple projects inside of unity including 2D, 3D, AR, and VR projects.

Awards & Qualifications

Farnborough College of Technology

BA (Hons) Game Design and Development	First Class Honours	2022
Creative Media Production (Games Development) Extended Diploma	Triple Distinction	2020
Creative Media Production (Games Development) 90-credit Diploma	Distinction Merit	2019

The Forest School Academy Trust

8 GCSE or equivalent (Including English, Maths & IT)	A – C	2015

Referees

References available upon request.