

LLOYD PHILLIPS

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PROFILE

A postgraduate Programmer at Bournemouth University with experience working as a manager and Technical Advisor for over 8 years and with a first with honors in Games Programming. I have a strong background in C++, OpenGL, GIT, C#, Unity and Unreal Engine and I want to develop myself further as I have a great passion to learn and to increase my technical capabilities. I have experience with CUDA which involved parallel programming and my dissertation was based on real time rendering of weather simulation and was developed using C++, OpenGL and SDL. I love working under heavy pressure to keep to targets. During university, we have used different programs to achieve remarkable creations that I never thought would be possible.

SKILLS

PROGRAMS

• Unity • Unreal Engine 4 • GIT • Maya • Houdini • Visual Studios • RIS •

TECHNICAL TOOLS

• C++ • C# • OpenGL • Python • Google Script • Java • Java Script •

EDUCATION

BOURNEMOUTH UNIVERSITY – MSC COMPUTER ANIMATION & VISUAL EFFECTS

Undergoing – Finishing in August 2017

- Animation Software Engineering – Produced a program that generated L-Systems
- CGI Tools – Producing tools for animators to use in Houdini / Animating a bouncing ball on an impossible staircase in Maya.
- Group Project – Working in a team to produce a game in Unreal Engine. I was responsible for the game play programming, animation and merging all the game together.
- Simulation – Produced a Tornado Simulation
- Personal Enquiry – How heuristic AI is implemented within Unreal Engine.
- Masters Project – Producing and designing a game within a group using Unreal Engine and C++.

MODULES & GRADES

• Animation & Software Engineering (Merit) • Group Project (Distinction) • Computer Generated Imagery Tools (Merit) • Computer Generated Imagery Technology (Merit) • Personal Enquiry (Merit) • Masters Project (Unknown) • Simulation & Rendering (Merit) •

BOURNEMOUTH UNIVERSITY – BSC (HONS) GAMES PROGRAMMING

1st with Honors.

- Dissertation – Created a weather simulation within C++ and OpenGL to create a range of different phenomena in real time.
- GPU renderer – Developed a renderer using C++ and CUDA to create a parallel renderer using threads.
- Loop Subdivision – Implemented Charles Loops subdivision algorithm using C++ and OpenGL.
- Commendation from the Dean of University for assistance in the Festival of Design and Technology.
- AI – Created heuristic AI within C++ and SDL

MODULES & GRADES

THIRD YEAR

• Dissertation (1st) • Games Engine Programming (1st) • Graphics and Computational Programming (2:1) • Innovation and Business Development (1st) •

SECOND YEAR

• Group Project (1st) • AI Programming (2:1) • Commercial Business Environment (1st) • Mobile Games Programming (2:1) • Programming for Graphics and Games (2:1) • Object Orientated Techniques (2:1) •

FIRST YEAR

• Game Production Techniques (1st) • Creative Business Awareness (1st) • Software Programming (1st) • Computer Graphics for Games (1st) •

PETERBOROUGH REGIONAL COLLEGE – NATIONAL DIPLOMA IN IT AND BUSINESS

Triple Distinction (D•D•D)

- Databases/Advance Databases – SQL development
- Advanced Spreadsheets – Worked with advanced spreadsheets
- Project Management – Working in a large project creating a database for student information and updates.

WORK EXPERIENCE

RESEARCH ASSISTANT

From: June 2016 – October 2016

I have been working with Bournemouth University to develop an indirect math's game for children of year 6-7. This was developed in Unreal Engine 4.9 and has been a great experience to put skills that I have learnt from my degree into practice. The project ran with weekly sprints, and was continued through communication through Skype and source control through Git. I have worked personally on a range of items from dynamic farm grids to a data factory to allow for easier access to data driven development for entities.

SUBWAY – TECHNICAL ADVISOR/MANAGER

From: October 2008 – On Going

Recently have been endorsed to create an online database in google docs, using the Java/Google Scripting. Work is constantly being developed each day for this company. I have run successful stores taking 12K per week where having 14+ members of staff to manage was essential, providing training from Sandwich Artists all the way up to Managers.

Professional Skills:

•Scripting •Programming •Data Management • Team Management • Google Sheets • Teamwork • Performance Summaries • Communication to staff and hierarchy • Payroll Automation • Motivated & passionate • Scheduling, storing, backup, and • Provoke motivation in others functionality • Lively Personality • Time Management

CEX – TECHNICAL ADVISOR

From: February 2016 – On Going

After the success in Subway, a CeX company approached me and I have moved their database to Google Docs where they have a varied range of sheets that help improve their work load. One sheet is being used across the UK which save each manager 4-5 hours a week of labour per store.

PROJECTS

VOID SURVIVAL

Void Survival was my first real project that I and a colleague decided to pursue in our first year of university. It was a fully functional highly engaging fast paced action game released worldwide on Google Play & IOS. Now we are better more experienced in gameplay, with an added member to the team, it is now being revamped to improve the graphics and gameplay. This game was produced in Unity using C# and was versioned controlled with Git.

<https://play.google.com/store/apps/details?id=com.sidelesscubestudios.voidsurvival>

REFERENCES

Available Upon Request.