

AARON HORRELL

PERSONAL SUMMARY

I am currently doing an Honours Degree in Software Engineering and Game Development, after achieving a commendation on my Foundation Degree. Due to this I am highly motivated to achieve a first class honours degree, whilst continuing to advance my programming skills.

ACADEMIC QUALIFICATIONS

Lancaster University 2016- Present

Honours Degrees: Software Engineering and Games Development

Lancaster University 2014- 2016

Foundation Degrees: Software Engineering and Games Development
Commendation

Exemplo Training Solutions Ltd:

AoFAQ Level 3 Award in paediatric first aid valid for 3 years (QCF)
23/7/2018

Tresham College 2012 – 2014

Level 3 BTEC in IT
Distinction Merit

WORK EXPERIENCE

Gamecan.eu : 2015-2016

Role: Software developer/ Internship

I was helping develop a prototype using Unreal Engine blueprints, to be used in their successful Fund Wise campaign. Which involved implementing game mechanics in a professional manner as a part of their development team.

ABC Pre-school : 2014 and 2015

Role: Pre-school Assistant

I was employed by a Pre-school where I assisted in the routines of the settings, as well as interacting with the children to enhance their learning and social skills.

JW Scaffolding : 2011

Role: Labourer

I participated in a small work experience with a local scaffolding company. During my time there I worked as a team with up to 7 people at once adding to my flexibility of working as a team. I was also required to be at the work place by 7am each morning this helped me to maintain my good time keeping skills.

Anglian Water : 2010

Role: Assistant Water Technician

For my work experience I was at Anglian water, where I was able to observe how they use computers and the programmes to run a large water works. During this time, I shadowed and aided a water technician with his day-to-day activities, learning how to perform some of these actions via observations and practical work given to me by my supervisor.

AREAS OF EXPERTISE

Microsoft Visual Studio
Object-Oriented-Programming, C#, C++, DirectX 9, Debugging

Unreal Engine

Multiplayer Networking, Blueprints, Materials, Mechanics Implementation, Debugging

Mobile Development

Android Studio & Java

Photoshop

Photo Manipulation, Basic Design

Version control

GitHub, Source Tree, TortoiseSVN

Microsoft Office

Word, Excel, PowerPoint, Publication

PERSONAL DETAILS

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