Edward Jack Smith
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I am a highly focused third year software development student on track to graduate with first class honours. Experienced in a variety of projects outside of university including game jams and collaborations with fellow students. I am organised, methodical and have keen eye for detail results in solid coding and reliable software projects. I’m independent and very comfortable in self delegation but enjoy working within a team and supporting colleagues. During a Royal Marines Insight course I was praised for my endurance, attitude and enthusiasm, I transfer those attributes to my studies and personal projects too.

**Core skills**

* Broad development knowledge in several languages, including C++, C# and SQL
* Up to speed with current software development tools including Visual Studio 2017 and source control software including GitHub and GitKraken
* Strong analytical skills and level-headed problem solver
* Strong skills with object oriented development
* Pragmatic from brief through to project completion.

**EducationSouthampton Solent University** *(2016 – 2020)*

BSc (Hons) in Computer Games (Software Development)

**Highbury College, Portsmouth** *(2015 – 2016)*

Engineering access course

**Work History Servest** (*May 2017-present)*

To support myself during my current studies, I work part-time for Servest. I operate within Primark Southampton from 6am to 8.30am prior to university 5 days a week. My duties can change from day to day but mostly consist of heavy duty maintenance tasks. I also engage with customers if they were to come to me for assistance. I report directly to the site manager.

**Stephen Parr Plumbing and Heating – Labourer/Office Junior**

My duties included heavy lifting and basic labour work as well as basic admin such as organizing dates and emails. Developed an understanding of the trade industry whilst gaining knowledge of how a small business is run.

**Hobbies and Interest**

My hobbies and interests include undertaking personal projects outside of university which demonstrate what I have learnt so far outside of assignments. This has included creating a rogue-like RPG game using the SDL API and several small games in unity while on my summer break.

 I attend game jams both in and outside of university regularly. These involve creating a game as a small team within a set timeframe, usually a week or a weekend, where I am the teams software developer.

I have several ongoing projects. This includes a paintball game being made in unreal engine 4 in which I am the primary software developer on the project collaborating with a game design student and an artist. This project is exciting to us as we are basing it on our universities spark building and have been given access to the architecture plan to help us do so.

I also plan to start a project soon in order to learn the openGL API in preparation for my final year. I aim to start this when I break up from university for the summer.

Outside of software development projects, I enjoy spending my time keeping fit through swimming and gym work. I attend the eSports society within my university where game nights and pub quizzes are planned regularly. I am also very keen on watching films and will be found watching some during my downtime either during the evening or at weekends.

**EducationPortsmouth College** *(2009-2012)*

Level 3 extended diploma in uniformed public services

A level History

Ascentis level 1 award in managing personal finance

BTEC level 2 safe learning in the workplace

National powerboat certificate level 2

**Priory Secondary School, Portsmouth** *(2004-2009)*

Science (B)

Maths (C)

English (C)

IT (C)

History (C)

Citizenship (C)

**References**

Please do not hesitate to contact me if you require references from any of my previous employers.