

DANIEL STROUD, BSc

Tel: (Home) 01256 840093, (Mobile) 07918 642000, Email: daniel9876@btinternet.com,

Site/Portfolio: www.thestroudie.com

PROFILE

Creative and Inspired Games Programmer. Organised, knowledgeable and passionate about all things technology and game related. Recent commercial experience of VR/AR development. Experience with multiple platforms including Unity, Unreal and Oculus Rift. 2:1 degree in Computer Games Technology.

KEY SKILLS AND EXPERTISE

- ✦ Game Engines: Unity (4+), Unreal (4.18-4.21), Xna, Roblox, Construct 2, PhyreEngine
- ✦ Languages: C#, C++, Lua, Apple Swift, Pascal (Delphi)
- ✦ Platforms: PC, Android, iOS
- ✦ VR/AR Platforms: Oculus Rift/Go, HTC Vive Focus, ARCore, Vuforia
- ✦ Object oriented programming/game development in C# and C++
- ✦ Graphics Engines/APIs: Irrlicht, DirectX, Apple SpriteKit Framework
- ✦ IDEs/Tools: Visual Studio 2008-2017, Xcode 6.4, MonoDevelop 4.0, Roblox Studio, Perforce, Git GUI
- ✦ Basic 3D modelling and animation (Maya 2014/2015, Blender)
- ✦ Graphic/Audio/Video Production: GIMP, Photoshop, Audacity, Cubase 7, Music Maker, Vegas Pro
- ✦ Knowledge of a wide variety of computer hardware, peripherals, software, games, and gadgets/electronics
- ✦ Building/upgrading/repairing computers
- ✦ Knowledge of electronic systems and circuitry
- ✦ Retail experience (shop floor/customer-facing skills)

WORK EXPERIENCE

Austella Ltd., Ascot **Junior Programmer**

April 2018 to Present

Austella Ltd develop AR/VR games and experiences for entertainment and marketing/brand promotion.

Experience gained: Programming (C#, UE4 Blueprints, C++), Gameplay implementation, Platform optimisation, Porting, Application/game testing, R&D, Production of placeholder graphics/audio/modelling assets.

Projects:

- ✦ VR shooting gallery game with blockchain functionality using Unreal 4, Oculus Rift, Vive Focus and Oculus Go, for a client, and for store release (Oculus Go): <https://www.austella.com/work/blocky-young-guns/>
- ✦ AR ball-throwing game as an internal project using Unity and ARCore on Android
- ✦ VR skiing game for an international client using Unity and Unreal (two prototypes) for Oculus Rift: <https://www.austella.com/rebrandable-products/matterhorn-mountain-decent/>
- ✦ VR kayak/rapids game for a client using Unity for Oculus Rift: <https://www.austella.com/rebrandable-products/rapids/>
- ✦ AR business card app for a client using Unity and Vuforia on Android: <https://www.samacsys.com/dice/>
- ✦ AR blockchain app "VAtoms AR": <https://www.austella.com/work/vatoms-ar/>
- ✦ VR driving simulator using a Logitech G920 steering wheel and Unreal on Oculus Rift

Sainsbury's Supermarket, Basingstoke **Grocery Online Shopper**

September 2016 to May 2018

Duties: Online order fulfilment, customer service, shop floor keeping.

CeX Ltd., Birmingham **Sales Assistant (Temporary role)**

November 2015 to January 2016

Duties: Shop floor keeping, sales, trade-ins, product organisation, counter/till work, customer service.

Stroudie Games (Independent game development pseudonym)

January 2015 to Present

Duties include game design/programming, style/aesthetic design, UI design/programming, audio production and QA testing. Experience with Unity 5.0+/MonoDevelop, VS Community 2017, GIMP, Cubase, Audacity.

Development of a working title named "Punchtastic"; a retro-style platformer/beat 'em up.

Further development of VECTOR.rotate from the 2015 Global Game Jam towards a commercial release on mobile platform. Free and premium versions are released on Google Play.

VECTOR.rotate is a minimalistic, casual music game for Android. Players rotate and match up shapes in time with a selection of songs to gain points. The game has several game modes and difficulties with multiple songs/levels.

AWARDS AND ACHIEVEMENTS

Worting Explorer Scouts, Basingstoke

Jan 2010 to Dec 2012

Duke of Edinburgh Bronze Award.

Roblox

Oct 2014

Winner of the Halloween 2014 Game Creation Challenge for the development of "Confined":

<http://blog.roblox.com/2014/10/meet-the-team-behind-the-gcc-winning-horror-hit-confined/>

Global Game Jam 2015

Jan 2015

Participant, developer of "VECTOR.rotate": <http://globalgamejam.org/2015/games/vectorrotate>

Global Game Jam 2016

Jan 2016

Participant, developer of "Ritual Retreat": <http://globalgamejam.org/2016/games/ritual-retreat>

EDUCATION

Birmingham City University

Sep 2013 to June 2016

Computer Games Technology BSc (3 year course). Gained a 2:1 degree classification.

First year units: Games Programming, Games Design, Computer Systems Technology, Data Analysis.

First year projects: 2D game using Construct 2 (group project), parallaxing driving game using Xna 3.1.

Second year units: Game Engine Programming, 3D Game World Development, Computer Networks and Distribution, Open Systems, Media Industry

Second year projects: 3D game using Unity (group project), 3D level using Irrlicht; designed to run on multiple operating systems, Multicast application transportation network design, Open-Source vs. Closed-Source: Audacity vs. Adobe Audition, Financial, management and structural analysis case study

Third year units: Game Graphics Programming, Artificial Intelligence, Mobile and Web Technology, Game Console Programming

Third year projects: Final Year Project/Dissertation "Tropes of Emotional Effects in Video Games" (an investigation into the emotional effects of video games and how they may be applied to education and learning – report and project files available on my portfolio website), iOS game using the Apple frameworks, 3D level using DirectX, Tutorial teaching students how to implement billboards in PhyreEngine.

Queen Mary's College, Basingstoke

Sep 2011 to June 2013

AS Levels (June 2012 + June 2013): Electronics (Grade B), Computing (Grade D), Music Technology (Grade D), Use of Maths (Grade C).

A2 Levels (June 2013): Electronics (Grade C), Computing (Grade D), Music Technology (Grade D).

Free-standing Mathematics Qualification: Advanced: Data Analysis (Grade B), Decision Maths (Grade B).

Brighton Hill Community School, Basingstoke

Sep 2006 to July 2011

GCSEs (June 2011): Additional Maths (Grade A); Maths, English, English Lit, Chemistry, Music (Grade B); Physics, Biology, Geography, Product Design (Grade C). Key Skills: Level 2 ICT.

School prizes: Certificate of Excellence in Music.

PERSONAL DETAILS/INTERESTS

Interests: Piano, computer games, game development, technology, programming, music production, audio/video editing.