

PAUL ERWICH CV

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Portfolio Website: <https://paulerwich.github.io/>

PROFILE

Graduate from the Games Technology BSc at University of the West of England Bristol. Able to specialise in low level programming, seeking graduate programmer position to enhance my career. Experience includes working on Red Dead Redemption's PC port for Double Eleven as a placement programmer and familiarity with professional practice on small and large-scale commercial games.

SKILLS

- Programming: C++, C# (Unity), Python
- Technical problem solving
- Debugging and testing
- Unity
- Unreal 4/5
- Visual Studio
- JetBrains software
- Office suite
- Teamwork
- Creative Thinking
- Leadership
- Time management
- Communication
- Positive attitude

EDUCATION

Games Technology (BSc) at the University of the West of England - 2021 – Present

Comprehensive Creative Technologies Project (Python & AI)

Dissertation project titled "Designing and developing AI systems for a Pokémon style battle simulator". Working with Python to create a Neural Network designed to act as the NPC within a Pokémon game.

Commercial Games Development (Unreal 5 & Blueprints)

Working as a team of 10 to create a couch co-op game in Unreal Engine 5. Acting in capacity of senior developer, ensuring the project milestones are met by assigning tasks and leading communication within the group.

Advanced Technologies (Unity 6)

Research based portfolio of projects. Project 1: Using Unity to create an Augmented Reality mobile application to aid the teaching of geometry to children interested in STEAM subjects. Project 2: commencing in the second the coming weeks.

Completed Modules

More Games in C++ (Modern C++ & SFML)

Play and Games (Research & Tabletop design)

Game Engine Architecture (Unreal 5 & Unity)

Game Level Design (Unreal 5 & Blueprints)

Game Engine Programming (DirectX/K)

Games in C++ (Retro games, C++ & SFML)

Games Tech: 101 (AI & Game creation in Python)

Game Development Evolution (Game design & theory)

Principles of 3D Environments (Maya & Unity)

My first 2 years at university have offered significant development of both technical and professional skills. Working in several group projects, demonstrating initiative and leading projects to ensure consistent progress is made, meeting essential milestones.

Fareham College - 2019 - 2021

Level 3 extended diploma in computing and game development at grade D*D*D*.

Completed 18 modules including developing computer games, computer game platforms/design, Procedural/Object oriented programming, computer systems and project planning.

Springfield Secondary School – Portsmouth

9 GCSEs Grade 5-8, Further Maths – A, ECDL – Distinction*

EMPLOYMENT HISTORY

Placement Programmer at Double Eleven - September 2023 – September 2024

Placement at Double Eleven provided the opportunity to work on the PC port of Red Dead Redemption. Responsibilities included bug fixing and UI as part of a large team. Strong communication with programmers and quality assurance was essential. During my time at Double Eleven I was able to develop my programming, teamwork and communication skills, which I'm now utilizing in my final year to ensure I get the most out of my degree.

Student ambassador at UWE - September 2022 – present

Working as a student ambassador allows me to work in a team on a regular basis. It also allows me to meet new people. Helping me to further improve my teamwork and communication skills.

Student representative - September 2021 – present

Being in the role since starting University, Student representative allows me to communicate with my peers and provide feedback to my course leader, enacting change and making a difference for fellow students.

PAL Leader at UWE - September 2022 – May 2023

PAL Leaders provide first year Games Tech students with assistance. This is mostly in relation to their course work. It's my job to mentor the students and point them in the right direction, whilst helping to reinforce their knowledge and help them become self-sufficient in their studies.

Hobbies & Interests

- Gaming – I play a variety of games, but my favourites are League of Legends, Hearts of Iron IV and Minecraft. Although they cover a variety of genres, I greatly enjoy Strategy games, needing to adapt as the game progresses keeps me engaged and wanting to continue playing.
- Technology – I enjoy building computers, although I don't do so often. And learning about advancements in technology, whether it be robotics, Augment Reality, AI or common hardware like CPU/GPUs, I find enjoyment in knowing my subject is constantly evolving.
- Lego – Having enjoyed both physical and digital Lego media has helped improve my creativity and push me towards the artistic field of game development. My favourite franchises from Lego are Star Wars, Ninjago and Nexo Knights.
- Warhammer – I enjoy both 40k and Age of Sigmar. This includes Models and Video games. It's a franchise I love. My favourite games from the franchise are Dawn of War Soulstorm, Space Marine and Chaos Gate Daemonhunters.
- History & Mythology – I love learning about the past, whether it's Wars, culture, ancient or recent. I have a soft spot for mythology. I love fantasy/unrealistic scenarios, so the idea of ancient gods/powerful weapons intrigues me greatly.