

Curriculum Vitae

John Cox - <http://portfolio.johncox88.com>

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DOB: 30/05/1988

Enthusiastic (soon-to-be)graduate keenly seeking a career in the digital media or video game industries. Reliable, hard working and quick-learning. Alongside gaining my technical skills in programming and content creation throughout my Bsc Games Software Development course, I also gained an understanding of good design standards and principles. I also learned how to work well with clients to gather requirement during my time at QinetiQ and University.

SUMMARY OF QUALIFICATIONS

2009 Glasgow Caledonian University
BSc Games Software Development (4th year)

2005 5 Scottish Highers:

- Computing [A], Maths [B], Physics [B], Business Management [B], English [C]

2004 7 Scottish Standard Grades:
Computing [1], Maths [1], Physics [1], English [1], Geography [1], Music [1], German [2]

Other

- (2006) Level 3 NVQ In Computing

RELEVANT EXPERIENCE

2006-2009 University. Bsc Games Software Development

Achievements

- Designed and created an original card-based game, with unique cards.
- Designed an interface for a hospital patient monitoring and management system.
- Planned both group and individual projects.
- Worked as part of, and managed, a team.
- Gave presentations and wrote evaluations on completed projects.
- Completed a 3D racing game for a client, Fragar Games, based on their board game.

2006, 6 months: QinetiQ (contractor for Ministry of Defence)

Role: Programming and Data Entry

Tasks:

- Performed routine tasks using UNIX and Windows systems.
- Created spreadsheet macros to simplify routine tasks for myself and other staff
- Worked with colleagues to develop macros and other applications for them.
- Worked by myself to create an application that converts types of map coordinates.
- Worked to process quality standards.
- Worked with sensitive materials and documents and adhere to security procedures.

OTHER SKILLS

- Graphic design using Photoshop and Illustrator
- Video editing and use of post-production software suites (Adobe Premiere/After Effects)
- Game level design and development in Valve's Hammer Editor and UnrealEd

INTERESTS AND HOBBIES

Photography, Film, Graphic design, Swimming, Cooking

REFERENCES

Available upon request.