

SAMUEL LEECH

OVERVIEW

I am a graduate having studied BSc (Hons) Computer Gameplay Design and Production at Staffordshire University. I have experience in Unreal Engine and Unity as well as HTML, CSS, JavaScript, EJS, Node.js and more. I also have experience in Application development in languages such as Python, Visual Basic, C and C#. I have been working with programming languages since 2017, I started with Python, HTML and CSS. Following this, I worked with JavaScript and Bootstrap to allow for more robust websites. I have since worked on Windows Applications in Visual Basic, C and C#. Since 2020 I have been learning Unreal Engine and Unity throughout University developing games on the Design and Tech Development side. I have Completed Game Jams as well as Collaborative games development alongside individual projects. Most of my work has been within the retail/sales assistant area.

WORK EXPERIENCE

Web Applications UK – October 2018

I completed work experience at Web Applications UK creating programs using the NodeJS platform. I worked closely with a full-stack Developer learning new scripting skills such as Node.js and PHP. This role also helped me develop my soft skills such as working independently and as part of the development team.

Oasis Academy Limeside – July 2017

At Oasis Academy Limeside I worked with IT equipment and editing software such as Adobe Photoshop and Adobe Premier Pro, to produce a video for the year 6 pupils' leaver's assembly. Additionally, I worked closely with the school's IT staff team and assisted staff at the primary school with technical issues.

EMPLOYMENT HISTORY

B&M Home Stores – Nov 2021 – June 2022

I worked at B&M as a Sales assistant, mostly working on the shop floor assisting customers and replenishing stock. I also worked in the warehouse using pallet trucks to bring in deliveries and sort stock. In my time in this role, I also assisted in opening a store and stock taking, further developing my leadership and teamwork skills as well as people skills and communication.

RGIS – Nov 2019 – Nov 2020

At RGIS, I was an auditor and a part of the floor team counting stock in the warehouse and on the shop floor. In this role I developed my teamwork and leadership skills, sometimes working as a floor manager.

EDUCATION

STAFFORDSHIRE UNIVERSITY – 2020-2023

BSc (Hons) Computer Gameplay Design and Production - Achieved a Second-Class Division One (2:1)

Key Modules:

- Collaborative Games Development & Testing - Working in Unreal Engine 4 and 5
- Advanced 3D Engines & Scripting – Working in Unreal Engine 4
- Indie Game Development – Working in Unity
- Narratology in Video Games – Working with Twine

HOPWOOD HALL COLLEGE – 2017-2019

- Level 3 National BTEC Diploma in Computer Science D* D* / 2A's at A Level

Key Modules:

- Website Production – Working with HTML 5, CSS, JavaScript
- Object Orientated Programming – Working in VB
- HCI – Human-computer Interaction – Working in VB

- GCSE Maths – Grade C/4

FAILSWORTH HIGH SCHOOL – 2012-2017

- 7 GCSE at B - C

| English | Science | IT | Geography | Catering | PE | Citizenship |

PROJECTS

STAFFORDSHIRE UNIVERSITY

- Senior Collaborative Games Development & Testing

I worked as a Lead Tech in a group of 22 students where we developed a puzzle horror game within Unreal Engine 5. I was responsible for delegating tasks to my tech team and helping to keep GitHub running smoothly, other responsibilities were helping juniors. Late into production, I was responsible for importing assets and animations in the engine and major bug fixing.

- Junior Collaborative Games Development & Testing

I worked as one of three junior tech developers on a farming exploration game made in Unreal Engine 4. I was a junior in the tech role, where I was responsible for some of the games key mechanics mainly the darkness system and the timer that made it shrink toward the spawn and the light system that would expand the darkness sphere when a mote was levelled up or released.

- Indie Games Design

This was my First Introduction to Unity, my aim with this project was to create a 2D side scroller game. I had never used C before this but with my knowledge of VB, I was able to understand it. However, I am still learning the basics of the Unity Program.

- Narratology in Video Games

In this module I created a web-based story game using the Twine software this was quite easy technically due to my experience coding in HTML and CSS. I learned a lot about the editor and have used it a bit in my spare time.

OTHER SKILLS

Web Languages

- HTML 5
- CSS
- JavaScript
- Bootstrap

Other Languages

- Visual Basic

Application/Software Skills

- Unreal Engine 4/5
 - Unity
 - Twine
 - Adobe Photoshop
 - Adobe Premier Pro
 - Adobe Dreamweaver
 - Sony Vegas Pro
 - GitHub
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