

ROBBIE ATKIN

SHEFFIELD

PORTFOLIO

LINK

<https://robcicle.dev/portfolio>

TECHNICAL SKILLS

PROGRAMMING SKILLS

- Proficiency with C++ Programming.
- Proficiency with C# Programming.
- Familiar with Java
- Familiar with Python
- Knowledge of Lua scripting
- Object-oriented programming with C++
- Data-oriented programming with C++

SOFTWARE SKILLS

- Proficiency with Git
- Proficiency in both Unity and Unreal Engine.
- Proficiency with the SFML Library
- Understanding of DirectX11
- Understanding of SDL

ABOUT ME

HOBBIES

- Gaming: I have a profound appreciation for video games from being growing up with two brothers who were gamers. This pastime not only offers amusement but also encourages teamwork, strategic thinking, and problem-solving, all of which are vital life skills.
- Game Programming: My love of gaming inevitably sparked my interest in game programming. I want to develop my own interactive experiences and support the gaming sector. My interest in learning and using programming languages, algorithms, and design ideas to create imaginary worlds is reflected in my pastime.
- Reading: Reading opens doors to knowledge and creativity. It enables me to investigate various viewpoints, improve my vocabulary, and widen my views. It also develops my capacity for comprehension and critical thought.
- Content Creation and Live Streaming: I produce regular material and stream gaming roleplay as a hobby streamer. While honing my talents in content creation, community management, and storytelling, this hobby enables me to entertain and interact with a large worldwide audience.

PREVIOUS WORK

MCDONALDS CREW MEMBER

KINGSTON RESTURANTS LTD - *****

When I was a Crew Member, I was given the task of helping and serving customers and I was also tasked with being able to cook and prepare food for the customers, these responsibilities have allowed me to learn skills such as how to keep professional and calm during certain scenarios and how to assist customers with issues that they might have.

NOVEMBER 2020 TO JULY 2022

EDUCATION

BACHELOR'S DEGREE IN COMPUTER SCIENCE FOR GAMES

SHEFFIELD HALLAM UNIVERSITY - SHEFFIELD

- Fundamentals of Computer Architecture
- Mathematics for Graphics
- Programming 2D Games
- Object Oriented C++ Programming
- Software-Hardware Optimisation Techniques

SEPTEMBER 2022 TO PRESENT

A-LEVEL OR EQUIVALENT IN LEVEL 3 IT STUDIES

***** INSTITUTE OF FURTHER AND HIGHER EDUCATION - *****

- Information Technology Systems (Distinction)
- Using Social Media In Business (Distinction)
- Programming (Distinction)
- It Project Management (Distinction)
- Data Modelling (Distinction)
- Website Development (Distinction)
- Mobile Apps Development (Distinction)
- Computer Games Development (Distinction)
- Digital 2D And 3D Graphics (Distinction)
- Enterprise In IT (Distinction)

Overall Grade: D* DD

SEPTEMBER 2020 TO JULY 2022

GCSE OR EQUIVALENT

OASIS ACADEMY ***** _ *****

8 GCSES ranging from Grade 4 up to 5.

SEPTEMBER 2015 TO JULY 2020