

HARRY DUKE

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PERSONAL PROFILE

I am a third-year B.Sc. (Hons) Computer Science for Games student at the University of Brighton. I specialise in technical games programming and have worked on projects involving engine development, physics simulations, AI behaviour and gameplay programming. I have experience using a variety of tools for game development such as Unreal Engine, Unity, Blender and SDL. I have developed game prototypes with teams of up to five people, strengthening my teamwork and project management skills. I am currently seeking a graduate job for next year, following the completion of my university degree.

EDUCATION

UNIVERSITY OF BRIGHTON

BSC (HONS) COMPUTER SCIENCE FOR GAMES

September 2022 to Present

Key Modules

- 2023 CI517 Game Engine Fundamentals (Mark: 85%): Developed a 2D rigid body physics subsystem in C++ using SDL, implementing collision detection algorithms and handling both linear and angular collision responses.
- 2023 CI536 Integrated Group Project (Mark: 68%): Collaborated with four other students to develop a horror game in Unreal Engine 5. Took on a leadership role, organizing tasks and ensuring smooth collaboration as well as writing the C++ source code for the project.
- 2022 CI435 Introduction to Web Development (Mark: 84%): Created a responsive three-page website and documented the development process. Took an exam on JavaScript and web development.
- 2022 CI474 Introduction to 3D Modelling and Animation (Mark: 67%): Learnt the basics of Maya and then designed and created game assets using the software.

SUFFOLK ONE SIXTH FORM COLLEGE

September 2020 to June 2022

Mathematics (B), Computer Science (A), Games Production (Distinction), EPQ (A)

COPLESTON HIGH SCHOOL

September 2015 to June 2020

Mathematics (9), Physics (8), Chemistry (8), Biology (7), English Language (8), English Literature (6), Computer Science (9), French (5), History (6), Graphic Communications (8), Design and Technology (8)

WORK EXPERIENCE

HORIZON BARTENDER

HORIZON NIGHT CLUB – BRIGHTON

September 2023 to September 2024

MCDONALD'S CREW MEMBER

MCDONALD'S – IPSWICH

October 2021 to Present

- Developed excellent customer service skills as well as teamwork and communication skills to work with colleagues effectively.
- Working quickly and effectively under pressure, multi-tasking and running multiple stations at once during quieter hours.

BOK SHOP CREW MEMBER

THE BOK SHOP – BRIGHTON

October 2022 to August 2023

WORK EXPERIENCE AT BT

BT, ADASTRAL PARK – IPSWICH

2019 (14 days)

- I completed 14 days of work experience at BT in the research sector focusing on the Internet of Things.
- Developed teamwork, programming and electronics skills and learned what working at a large company such as BT would be like.
- Completed some small projects both individually and in groups.
- For my final project, I created a device that could transmit a file by flashing an LED in binary and receiving the data with a light sensor.

ADDITIONAL SKILLS

- Teamwork and communication skills developed through working part-time jobs with coworkers and working in groups for university assignments.
- Retail and customer support gained through working in customer-facing positions in multiple jobs.
- Experience using game engines including Unreal Engine and Unity.
- Programming skills in a variety of languages (C++, C#, Python, Java, JavaScript, and Lua).

ACHIEVEMENTS AND INTERESTS

IPSWICH WATER POLO

September 2019 to 2022

I played for Ipswich water polo club for 3 years.

IPSWICH YM RUGBY CLUB

September 2011 to June 2018

I played Rugby for Ipswich RFC and Ipswich YM for 8 years.

14TH IPSWICH SCOUT GROUP

September 2010 to Present

I have been involved in scouting for 10 Years. I am currently a Young Leader for Beavers with the 14th Ipswich, where I help with organising and running activities. As part of Scouting, I have attended various week-long and weekend camps and expeditions with Scouts from across Suffolk. Activities as part of these include hill walking, wild camping, rock climbing, abseiling, and mountain biking.

ARKWRIGHT SCHOLAR

October 2020 to October 2021

I was awarded an Arkwright scholarship which is an engineering scholarship for 16-year-old students with a rigorous selection process. The application process included writing an application, completing an aptitude exam, and attending an interview. This opportunity gave me access to a mentor who helped me plan for my future as well as gave me opportunities such as the Deutsche Bank hackathon where I worked with a team to complete the assignment.