Owen Howarth

Personal Info Redacted.
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Personal statement

Graduated from University of West of England a masters in Commercial Games Development with a Merit, and Computing and Games Development from University of Plymouth getting a 2:1. I can work strongly in any team, from my part time jobs to my university education. Planning has always been a part of my degree and have excelled at, from my work to restarting and running a games development society.

I am looking to develop my skills as a developer, looking at the future of computer science by improving with .Net C#, C++ and Cloud. I am a keen individual always looking to learn other key skills that are becoming commonly used in the industry.

Skills

- A team player and leader demonstrated throughout university and work for example leading a committee to restart a games development society and running a variety of events throughout the year.
- Goal oriented and organised through university work to create targets for projects and able to achieve and reflect. Particularly using Agile development cycle to plan and keep track of progress through development in solo and group projects.
- The ability to take on large responsibilities and make decisions including dealing with money being a team leader at the Co-op.
- Adaptable to new situations and challenges. Including challenges faced in programming and using leadership skills to find solutions to problems at my part time job.
- Ability to use a variety of programming languages learnt through university and in free time, including C# with .Net, Java, C++, and have started learning Python, with object-oriented being a large focus in these languages.
- Able to work with clients and discuss targets and progression as done through both my undergraduate and my postgraduate studies.
- Quick to learn new programming languages and computer science skills, through modules that have limited time to learn the new skills.

Education

University of West of England (UWE), MSc. Commercial Games Development
Merit
(Sept 2021 – Sept 2022)
Key Skills:

- Develop a deeper understanding of the Unity Engine to expand my knowledge on both the Engine and using C# effectively.
- Research on a variety of subjects to strengthen our skills sets from technical elements to design.
- Designed a variety of algorithms to solve problems.
- Developed a variety of video games simultaneously as a group, to manage a variety of tasks to complete the game to a set standard.
- Engage in researching a variety of areas.
- Working with professional client to produce a serious game that is interesting and educational.

University of Plymouth, BSc. Computing and Games Development
Upper Second Class Degree
(Sept 2018 – Jun 2021)
Key Skills gained:
- Designed and developed variety of games within the Unity3D engine to develop an array of skills using Agile development cycle.
- Document all steps in producing a game from Technical and Design documents and reports.
- Gained a deeper understanding of C# through creating a variety of projects in console, GUI, and Unity.
- Modules on Java, Databases and SQL, and Computer Architecture.
- Two in-depth modules with C++ focusing on using OpenGL with C++.
- Working with client to complete a set of objectives to meet a deadline.
- Modules in Mathematics and physics.

St Brendans Sixth Form College
(2016 – 2018)

Computer Science – A   Maths – B   Physics – C

Work Experience
Team Leader, Co-Op. St Annes, Bristol.
(July 2021 – Present)
Key Skills:
- Perform vital daily checks to ensure the premise is safe, legal, and operational.
- Led and encourage team to allow everyone to reach their maximum performance to complete tasks, even with a limited number of staff.
- Make decisions that have cost and profit related impact.
- Dealt with a variety of personalities with both customers and colleagues.
- Being a collaborator and help other Customer Team Members in completing their jobs.
- Quickly adapt to new issues and self-teach new skills while on the job using provided tools.
- Progressed up to Team Leader from being a Customer Team Member.

Customer Team Member, Co-op. Crownhill, Plymouth.
(October 2019 – July 2021)

Interests
Had restarted a society for games development within University of Plymouth and lead a team of committee members to setup and run events across the year, including dealing with financial aspects of running a society. During my time, I ran two game jams, including a regional game jam including around 70 students from across the Southwest.
Outside of university time, I enjoy expanding my knowledge through different programming languages and recently been working on a personal game project in Unity and C# and regaining my C++ skills to make a project for personal use.

Dodgeball: Played throughout time at university, developed my skills and learnt new tactics.
Running: Always had a skill for running from young, aim to do at least weekly runs if not more.
Reading: Enjoy reading Non-Fiction, particularly those in areas I am interested in.
References are available on request.