Alfie Richards

Programmer and 3D Artist

CONTACT

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🦊 htttps://alfiedev.co.uk

TECHNICAL SKILLS

🦊 Unity and Unreal Engine

🦊 Blender and 3DS Max

🦊 Adobe Suite

🦊 C#, C++, Java, Python

🦊 HTML, CSS, PHP, JS

EDUCATION

University Of Portsmouth

BA (Hons) Computer Games Technology

September 2023 - Present

Currently Studying

Games Development in Unreal Engine
Programming in C++
3D Modelling in 3DS Max

East Sussex College Eastbourne

UAL Level 3 Extended Diploma

September 2021 - September 2023

Accomplishments

Diploma in Creative Media Production and Technology -
Distinction

Extended Diploma in Creative Media Production and
Technology in Games Development-
Distinction

Heathfield Community College

GCSE's

September 2016 - September 2021

Accomplishments

Computer Science-
Grade 8
Interactive Media-
Level 2 Merit

**Six other grades ranging from 6 - 8
Including English and Maths**

PERSONAL PROFILE

An enthusiastic Games Technology student looking for part time employment. Skilled in creating digital assetsusing a variety of tools and programming languages including C++, C#, Java, Python and more. Experienced working within teams and groups of varying sizes and abilities.

RELEVANT EXPERIENCE

Sole Developer of **Life Of Bean**
Personal Project Feb 2023 - May 2023

Designed and created a full first person shooter experience in 6 weeks using exclusively assets made by me. This includes nearly 100 unique models, two short cutscenes, several animation sets, a sophisticated weapons and player movement system, and much more. This project taught me a lotabout animation and how I can use a mix of sound and video to further enhance the way that a game plays. More can be read about this project on my website.

3D Artist on **The College Model**
Group Project Dec 2022 - Feb 2023

Over the space of 4 months me and a team of two others created a near perfect model of our entire college in Blender. We estimate that this project took somwhere around 3000 hours to complete and in some renders is indiscernible from real photos. This model includes 100s of custom made models and textures and was even optimised to be game ready for Unreal Engine and Unity. As ever this project can be read about on my website.

Sole Developer of **The Github Button**
Personal Project Jun 2023 - Sept 2023

Created a system to automatically summarise and title GitHub commits using a large language model and the GPT 3.5 Turbo api. This project included a full installer, a python program that ran in the system tray, and various debugging and optimisation systems. This project taught me how to use LLM's effectively and a lot about implementing python code into a full program. This project is available to read about on my website.

Sole Developer of **Keyboard Building Simulator**
Personal Project Feb 2022 - May 2022

Designed and made a simulator style game with the primary objective of building mechanical keyboards. This included a complex save system, several 3D Models and much more. This project taught me a lot about data handling and managament along with how I can use binary save systems and data encoding to store information efficiently. More can be read about this project on my website.

Sole Developer of **Project Skirmish**
Personal Project Jun 2022 - Sept 2022

I designed and worked on a Java Minecraft mod with the intention of recreating the game Rust in Minecraft. This required teaching myself java and javascript along with hours of development and 3D modelling. The system included full discord leaderboard integration, a rust style building and combat system and much more. This can also be read about on my website.

Programmer on **Untitled Game**
Group Project Jan 2024 - Feb 2024

Designed and developed a full story based multiple choice game for the Global Game Jam with a team of two people. This required learning several new techniques such as interpreting csv files in Unity how to use branches in GIT repositories, and much more. The game let the player control the surroundings of a fictional games developer through choices and see in real time how their actions effect them.

PREVIOUS EMPLOYMENT

Retail and **Catering**
2021 - Present

Worked for a variety of companies in both retail and catering sectors carrying out work in small teams. This developed key skills such as team working, management, and supervision.

REFERENCES

Retail and **Catering**
2021 - Present

References are available upon request