
DEAN ANGUS

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PROFESSIONAL SUMMARY

University has taught me to be confident in my own programming abilities across different fields such as AI, Procedural Generation and Graphics Programming. I have a strong problem-solving ability that has been sharpened by many tests throughout my time at university. I have worked in three team-based projects that have required communication and understanding of different disciplinary fields such as art, animation, sound and design with all projects receiving high grades and positive feedback. I am a competitive person looking to work my way up and give my all throughout my time.

SKILLS

- Advanced knowledge of C# and C++ and capacity to write readable and modular code.
- Good knowledge of object-orientated development.
- Strong interest in games systems and mechanics.
- Good technical knowledge in physics and mathematics within the field of computer games.
- Strong problem-solving skills developed through university allowing effective solutions to complex problems.
- Ability to work well autonomously and within multicultural and cross-disciplinary teams.
- Ability to collaborate with game designers/level designers/animators to discuss the constraints and establish the technical possibilities of the various gameplay functions.
- Passion and enthusiasm for video games
- Effective communicator and fluent English speaker

EDUCATION

Master of Professional Studies: Games Development, Studying
Abertay University – Dundee

Bachelor of Science: Computer Games Technology, 2020
Abertay University - Dundee
Grade - **2:1 (3.6 GPA)**

Higher National Certificate: Computer Games Development, 2016
West College Scotland - Glasgow
Graded Unit - **A**,
Student of the Year 2015-2016 Award

Higher: Mathematics, 2015
Inveralmond Community High school - Livingston
Grade - **A**

Higher: English, 2014
Inveralmond Community High School - Livingston
Grade - **B**

WORK HISTORY

Checkout Operator, 11/2016 to 08/2019
Tesco – Dundee, Angus

- Bagged up merchandise by following standard procedures.
- Provided professional and courteous service at all times.
- Accepted cash, cheque, credit and debit payments accurately and efficiently.
- Operated cash register with proficiency during high-volume shopping times.
- Answered customer questions, provided store information and escorted to desired store areas.

- Worked with customer service to resolve issues.
- Displayed and restocked merchandise in appealing manner.
- Mentored new team members on registers, meeting customer needs, maximising group performance and maintaining high satisfaction with customers.

Mobile Phone Salesperson, 03/2016 to 11/2016

Tesco Mobile – Bathgate, West Lothian

- Listened to customer needs and desires to identify and recommend optimal products.
- Filled out customer contracts when purchasing contract-based phones.
- Followed opening and closing routines, ensuring all facilities were left in a good working order and available for customers, listening for and acting on customer feedback.
- Supported manager by controlling costs and delivering budgets, supporting the department by maintaining stock record accuracy and preparing in advance for stock control routines.
- Protected legal brand by delivering legal compliance, understanding all safe and legal routines demonstrating due diligence.
- Assisted customers with signing up for store loyalty programmes and provided details about key benefits.
- Maintained up-to-date knowledge of store sales, payment policies and security standards.
- Discussed insurance services with customers, outlined restrictions and educated on policies.

Brazer Production Operator, 01/2015 to 08/2015

Mitsubishi Electric – Livingston, West Lothian

- Performed offline brazing training for 8 weeks before achieving an approved brazer title.
- Setup brazing torch and equipment to achieve a high standard of quality.
- Carried out preventative maintenance checks on brazing equipment before manual brazing operation.
- Copper to copper brazing on Mitsubishi Electric air conditioning units on a high based production line averaging 6000 braze joints per day to a high-quality standard to prevent leakage within the air conditioning system.

Production Operator, 06/2014 to 01/2015

Mitsubishi Electric – Livingston, West Lothian

- Production manufacturing of air conditioning systems.
- Learned multiple jobs within the manufacturing process.
- Worked on a production line with an average of 25 production operatives following health and safety guidelines, meeting quality standards within an efficient driven environment within a Japanese company that is accredited by the British Standards Institution.

CERTIFICATIONS

- Student of the Year 2015-2016, HNC Computer Games Development
- Excellent Attendance During Secondary School Career 2011-2014
- ASDAN Leadership Award 2014

Dean Angus

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Education

- 2015 – 2016 **Higher National Certificate, Computer Games Development, West College**
- 2016 – 2020 **Bsc (Hons) Computer Games Technology, Abertay University, 2:1, 3.6GPA**
- 2020 – Present **MProf Games Development, Abertay University**

Skills

- **Applied Mathematics:** Methods: Matrix calculations, Viewing transformations, Curves, Patches, Planes, Rays. Dynamics: Inertia tensor, General motion of a rigid body, Eigen values, Euler's equations, Kinematics, Momentum, Energy, Elasticity, Friction
- **Programming Languages:** C++ (4 years), C# (4 years)
- **Development Tools:** Visual Studio (2015-2019), Unity Game Engine (2017-Present)
- **API and Libraries:** DirectX 11, Open GL, Box2D, Sony Ps Vita Library

Game Projects

- 2016 Saving Charles Rennie Mackintosh, Programmer and Producer (team of 5)** Single Player, third person platformer game
- Lead the design process from start to finish
 - Designed and programmed 6 optional playable characters
 - Designed and programmed 3 enemy characters
 - Designed and programmed audio system
- 2017 Tophat Terror, Programmer and Producer (team of 1)** Single Player, side scrolling run and repeat game
- Single developer game jam
 - Carried out all work in Design, Audio, Programming and Art
 - Designed and programmed shop system
 - Designed and programmed 5 enemies
 - Built everything from the ground up
- 2019 Zomboo, Programmer, Audio, Designer and Producer (team of 3)** Single Player, 2D puzzle game
- Lead process from start to finish
 - Designed and implemented all levels
 - Designed and implemented all scenes
 - Designed and programmed two controllable characters with different abilities
 - Created all assets in audio and design
- 2020 Aliens Help Humans, Programmer, Designer (team of 7)** Single Player, 2D puzzle game
- Designed and implemented 5 puzzle levels
 - Designed and programmed 3 mechanic-based alien characters
 - Designed and programmed user UFO system capable of deploying/abducting aliens
 - Designed and programmed menu systems from start to end
- 2020 The Devils Treasure, Programmer, Designer, Audio, Artist (team of 2)** Single Player, 2D puzzle game
- Team of 2 game jam
 - Carried out all work in programming, audio, design and producing.
 - 48-hour game jam with 8 puzzle levels
 - Designed and implemented 5 prefab tiles that could be painted onto any level

10th place overall