

Philip Baxter

PROFILE

I am a Games Programming graduate, previously studying at Kingston University looking for employment. I am a punctual, hardworking, and creative individual. I am a fast learner and able to follow instructions in relation to work a part of a team. Furthermore, I have the will to learn and take on new tasks and responsibilities which will help me enhance my personal knowledge and working experience.

I enjoy coding, development of games and trialing completed game outcomes on various platforms.

CONTACT

PHONE:
+447960225558

WEBSITE:
philipbaxter.co.uk

ADDRESS:
North-West London

EMAIL:
philipb-321@hotmail.co.uk

LANGUAGES AND HOBBIES

- C++ (4 Years)
- C# (3 Years)
- JavaScript
- OpenGL
- HTML
- Python
- Playing games with friends
- Creating models with Maya/ Blender and models irl (clay, cement)
- Creating logos and drawing using Photoshop
- Playing the drums/ keyboard

EDUCATION

Kingston University, 2018 – 2021

BSc Computer Games Programming – Second Class
First Year Results: ABBB Second Year Results: AABB

St Charles Sixth Form College

2016 - 2018
A2 Media Studies – B
A2 Photography – B
BTec Information Technology – PM

Ark Academy

English – B
Mathematics – A
Science – B
Science (additional) – B
Geography – C
Religious Education – C
Art and Design - B
Graphic Design – B
English Lit – B

WORK EXPERIENCE

McDonalds, Crew Member

2017 – 2019
Oversaw Drive-thru and Tills, High octane work that needs clear communication, Staying calm under pressure with work overload.

Sitel, Customer Service Advisor

2021 – 2021
Called and took info from COVID Patents, very busy and many people are emotional, needed to be empathetic and well spoken.

Tate Modern/ Britain, Events Supervisor

2022 – 2023
Overseeing and delegating tasks to staff to provide a good service. Requires great judgement skills and being able to adapt to my team.

SKILLS I WILL PROVIDE

- Experience with working in a team and independently.
- A desire to be able to do everything related to making games and 3D Designs.
- Can create models quickly and to the best of my ability.

SOFTWARE MASTERY

- Visual Studio 2017/19
- Photoshop
- Unreal Engine
- Unity Engine
- Premiere Pro
- Microsoft Office/ PowerPoint

- MarvellousDesigner
- GIMP
- Clo3D
- 3DStudio Max
- Maya
- Blender
- Substance Painter