HENRY GRACE

GAMEPLAY PROGRAMMER

Hard working, self-motivated and passionate student working towards a degree in game development at Falmouth University.

Work ethic firmed over the last 4 years working as a front-line sales colleague specialising in Premium Technological product lines.

I am a 3rd year BA (Hons) Game Development: Programming student specializing in gameplay programming.
I have gained experience through working solo and in teams of up to 10 people from various disciplines in game projects. During this we have used agile practices with daily stand ups and weekly sprint meetings to streamline our workflow while increasing overall productivity.

EXPERIENCE

RETAIL ASSISTANT, Currys (Dixons Carphone Group)
Oct 2019 - Current

Working as a sales colleague I am tasked with the crucial role of interfacing with customers and making them feel welcome in store, ensuring they have a great experience every time. By understanding their needs, sharing my knowledge, and bringing ideas to life through my passion and deep technical understanding of the product range and suitability.

Whilst working across two retail stores (Farnborough, Hampshire & Truro, Cornwall) and through hard work and self-learning, I have been rewarded on numerous occasions by hitting personal and store targets with great success.

CONTACT INFO

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SKILLS

TECHNICAL SKILLS

Java
Python
Git
LaTeX
C++
C#

ENGINES

Unity
Unreal
Creation

EDUCATION

BA(Hons) Game Development: Programming
Falmouth University
Sep 2021 – May 2024

A level – Economics, Computer Science & Biomedical Science
Farnborough Sixth
Sep 2019 – May 2021

PROJECTS

NeverPoint

(September 2022 – May 2023)

Unreal/C++ University Project

Implemented UI functionality in the form of menus, pop ups, a player HUD and tutorials. Created custom movement mechanics, AI for enemy turrets and worked closely with the design department to create the best UX with intuitive but innovative character control which increases with difficulty as the user progresses through the game and its different levels.
https://henry-grace.itch.io/neverpoint

Q-Learning Snake AI

(December 2022 – March 2023)

Python University Project

Created an AI for the 1997 videogame snake. Used python alongside pytorch and numpy to create a feed forward neural network using Q-Learning and MSE loss algorithms which used stochastic gradient decent and rewards to train the AI to avoid obstacles while moving towards objectives until it would perfectly complete the game.

Run The Mansion

(September 2021 – May 2022)

Unity/C# University Project

Created original local multiplayer mechanics where players must work together to solve puzzles of my own creation. Implemented UI including a home menu, HUD, and split screen capability while also doing all movement, animations and abilities for both the player characters and enemy AI; Voice acted for the trailer and intro cinematic.
https://flamingo-games-ltd.itch.io/run-the-mansion

Boxing Arcade Machine

(January 2022 – April 2022)

C++ University Project

Created a physical arcade boxing machine that could run off a 3-pin power connector. Used an Arduino with a TFT screen to display a leaderboard and current score. All code could be run without the need for an external computer or server and all parts were created and soldered onto the board myself.