Emmanuel

Immanuel

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**PROFILE**

I am a motivated, dedicated, and agile individual with a strong work ethic. I approach every task with determination and strive to exceed expectations. Curious by nature, I enjoy exploring innovative concepts. I continuously seek growth, embracing change, and applying novel thinking to achieve remarkable outcomes.Having graduated with Honors in Computer Games Programming with a 2.1 I seek an opportunity to start my career in the field of data science and simulation.

**SKILLS & Tools**

* Strong presenter and communicator.
* Punctual task completion.
* Proactive team support.
* Creative problem solver.
* Skilled at data analysis.

**Languages** - C#, C++, Lua, Git, Python, MySQL.

**Software** - Unity, MATLAB, CoppeliaSim, Maya, Anaconda, Visual Studio, RenderDoc.

**Programming** **skills** - Advanced Object Orientated Programming, Advanced Shader Programming.

**Development** **Skills** - Pathfinding Algorithms, User Interface, Data Collection, Data Visualisation.

**Methodologies** - Agile Methodology, Blackbox Testing, User Testing.

**EXPERIENCE**

**Backend Developer**

**Forget Scholar, Zombie Land, Leicester (Group Project)**

January 2023 – June 2023

* Crafted 2D top-down game through use of self-made game engine, including libraries such as OpenGL and Box2D in C++ through Visual Studios. Tasks were assigned to each member of the group with regular meetings to keep track of progress.
* Instating version control allowed us to better optimize the code making improvements in separate version and through Git merge and commits these to the main branch of code.

**Full-stack Developer**

**Project Smile, Game Development Project, Leicester**

May 2021 – June 2021.

* Designed front and back-end game with Unity engine and C# in visual studio to create an engaging game to help children learn how to brush teeth.
* Effectively problemed solved and worked as a team to produce solutions, therefore being able to come up with a quicker turnaround in terms of handing the product over to the client and sticking to the time frame of the project.

**Projects:**

* <https://github.com/Uzo01/Adv_Shader_Programming.git> (Advanced shader techniques used to create a terrain)
* <https://github.com/Uzo01/Game_Engine_Development.git> (Game engine used to develop a game)

**EDUCATION**

**Purple Beard, Skill Bootcamp, Data Analysis (Python),** August 2023 – October 2023

**De Montfort University, Leicester, Computer Games Programming BSc (Hons) 2.1,** Oct 2020 – Sept 2023

I gained a solid understanding of core programming languages C# and C++, specialising in backend programming, focusing on game simulation and development of game engine development, along with advanced shader techniques advanced object orientated architecture.

**Final year project: Demon Horse - 1st class.**

* Agile development methodology.
* Developed in Unity and in C#.
* Utilized physics-based algorithms and combat mechanisms.
* Tested through black box and end user testing, resulting in a smoother final testing phase.

**Bluecoat Sixth Form, Nottingham, Information Technology** (Merit Merit) & **Applied Science** (Merit Merit), 2018-2020**,** BTEC

**Trinity Catholic School, Nottingham,** 2016-2018**,** 5 GCSEs Including Mathematics (4), English Language (3) English Literature (4), Religious Education (6), Combined Science (4).

**HOBBIES & INTERESTS**

I enjoy books fiction and non-fiction. I enjoy working out, going for walks and videography. I am extremely competitive and driven to win while acutely aware of others around me.

**REFERENCES**

**Available Upon Request.**