

Fletcher Morris

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Education & Qualifications

2020 - 2021 Abertay University

- Postgraduate Certificate in Games Development.
- Focus on working as part of a team in an industry-realistic environment.
- Specialisation in gameplay, tools, and graphics programming.

2016 - 2020 University of Plymouth

- BSc (Hons) Computing and Games Development 2:1.
- Specialisation in gameplay and tools programming.

Key Skills

Programming Experience

C# / Unity Engine	6 Years	Proficient
C++ / Unreal Engine	3 Years	Developing
OpenGL / GLSL	3 Years	Developing
Vulkan / HLSL	1 Year	Developing

JavaScript	4 Years	Proficient
Java	1 Year	Developing
3DS Max / Maya	3 Years	Developing
SideFX Houdini	1 Year	Developing

Problem Solving & Learning

During my university courses, I have developed a skill set that has enabled me to become a versatile computing post-graduate. My understanding and experience of software packages and programming languages supports me to quickly learn, adapt and apply new tools to the design and development of engaging and interactive solutions.

Recently, while developing a personal [project game](#), I could not find a solution in the public domain for pathfinding around spherical, 3-dimensional environments. To solve this problem, I created an adaptable system that can quickly find optimal routes between thousands of nodes, with configurable 'clusters' and caching built in, improving scalability and performance by over 99%.

Teamwork

During both of my university degrees, I have developed my skills to be effective in both individual, and group projects. Most recently, I collaborated as part of a team of students to produce an [interactive game](#) based on the play 'Quad' by Samuel Beckett. For this project, I found myself in the role of 'lead programmer', responsible for organising four other programmers, and ensuring that their work integrated correctly to the standards and templates I had created and documented. In addition to leading the programming I also took on the roles of technical and audio artist creating the visual style and background music for the game.

Communication

I communicate effectively both verbally and written. At university, I regularly presented my projects to mixed audiences of tutors, students and project clients. One of my university modules required weekly updates on our progress, I was often nominated by my team to present updates on our [group project](#) to an audience of our peers and tutors.

Personal Profile

I am an innovative and self-motivated Computing and Games Development post-graduate, with experience of modern programming languages and developing immersive games and virtual experiences. Through my degrees, I have gained a highly transferable skill set and experience with the latest industry tools and frameworks, developing projects using software packages including Visual Studio, Unity, and Unreal and programming languages including C#, C++, Java, and JavaScript. I am seeking a challenging position in which I can contribute through my existing skill set and continue to learn, stretch and grow.

In my spare time, I enjoy the challenge of learning and experimenting with new software and technologies. Recently, I have been developing a game engine for personal projects using C++ and Vulkan - this has enabled me to improve my understanding of game environments from a more technical perspective. I have also put a lot of my free time this year into creating a [high-quality small game](#), where the player must save a flock of sheep from an imminent disaster - this project makes use of procedural geometry and rendering, artificial intelligence, Unity's Scriptable-Render-Pipeline, and other emerging technologies.

I enjoy playing a wide variety of video games; tactical, FPS, VR, and casual mobile games. I have found that an appreciation of different genres and software tools helps to broaden my design and development skills. When possible, I attend developer events – they are a fantastic opportunity to experience the latest and greatest innovations and technology, and to meet developers from across the nation. When time allows, I also enjoy taking part in game jams and hackathons.

Other Experience

April 2017: General Assistant, Easton Farm Park

- Working collaboratively within a small team to ensure smooth operation of cafe and other farm-guest activities.
- Multitasking and adapting as required, to cover business needs.

Aug 2015 - Sept 2016: Customer Service Assistant, Cooperative Food Retailer

- Helping and serving customers in a polite and professional manner.
- Replenishing and replacing stock, and ensuring a high quality of management.

Awards

2015 Young Enterprise Business Awards - Regional Winner

While in school, I took part in the 'Young Enterprise' scheme. I was part of a small team who set up and managed a successful company which designed and manufactured a viable commercial product. Our team competed against the schools and colleges to achieve the overall regional winner award. In addition, we also attained accolades including Young Enterprise 'Company of The Year' and 'Product Development' awards.

2015 Royal Yachting Association - Competent Crew Member

I was selected by Suffolk Explorer Scouts to sail a leg of the 'Around Britain Sailing Challenge'. I joined a new and inexperienced crew, and together we learned to sail and work as a team to take a 50ft yacht around Cornwall and the Channel Islands.

2015 Duke of Edinburgh - Bronze Award