

Fletcher Morris

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Personal Profile

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

Education and Qualifications

2016 - 2019

University of Plymouth
BSc (Hons) Computing and Games Development 2:2

Year 3 Modules and Results

Design for Entertainment Systems	63%	Client-side Web Scripting	61%
Computing Project	60%	Industry Engagement	45%

Year 2 Modules and Results

Mobile Device Programming	68%	Live Integrating Project	61%
Design Process	58%	Object-Oriented Software Eng.	50%
AI for Game Development	40%	Interactive Systems Workshop	40%

Year 1 Modules and Results

Games Workshop	90%	Algorithms & Data Structures	70%
Web Game Technologies	62%	Games Dev Introduction	67%
Software Engineering	59%	Cyber Security Essentials	52%

2009 - 2016

Thomas Mills High School, Framlingham, Suffolk

- A Level: Design Technology (A), Information and Communication Technology (C)
- AS Level Extended Project (A)
- AS Level: 3
- GCSE: 12 (4A, 6B, 2C) Including Mathematics, Sciences and English

Key Skills

● Technical Skills

During my university course I have developed a skillset that has enabled me to become a versatile computing graduate. My understanding and experience of core 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.

C#	Proficient
Visual Studio	Proficient
Open GL	Developing
C++	Developing
CSS	Developing
SQL	Developing

Unity 3D (5)	Proficient
JavaScript	Proficient
GLSL	Proficient
3ds Max	Proficient
Maya	Developing
PHP	Developing

Adobe Suite	Proficient
Cinema 4D	Proficient
HTML	Developing
Java	Developing
MS Office 365	Proficient

- **Problem Solving**

I have the tenacity, attention to detail and curiosity to solve technical issues, create fixes and enhance the functionality of programs to improve workflow.

Recently, while working on the development of my own custom game engine, I found it inconvenient to use OBJ model files with OpenGL as each model file required a large amount of processing time, taking up to 2 minutes to load a large and complex model. I explored the issue and decided that the solution was to create a new model format specifically for use with OpenGL, where the data is pre-processed. I developed the new format and achieved significantly improved results - a model which previously loaded in 2 minutes could instead be loaded in 0.2 seconds.

- **Communication**

I communicate effectively both verbally and written. At university, I regularly presented my projects to mixed audiences of tutors, students and project clients. In a recent client originated project, I confidently presented updates and technical demonstrations to the client, and answered their questions ensuring that I tailored my language to their needs.

- **Time & Project Management**

As a computing graduate it was important that I prioritise development tasks and allocate my time in line with the needs of each project or to balance multiple projects, this ensures that my solutions are high quality and delivered within deadlines. To achieve on time delivery, I use project management and agile development methods combined with issue tracking and iteration tools such as GitHub and Trello.

- **Teamwork**

During my degree I developed my skills to work effectively within a team and to also work independently when required. Recently, I collaborated with colleagues in a group project to produce a mobile app using the OpenWeatherMap API to provide weather update information for users, and Google's Firebase API to enable users to share their opinions on the current weather. At the end of the project, I obtained valuable feedback from my team and attained a high mark for my collaboration, teamwork and contribution.

Associated Experience

July 2015 –
July 2015

Work Experience: Absolutely Cuckoo

To increase my knowledge of game development, character building and storytelling, I arranged work experience with 'Absolutely Cuckoo', a small niche company who specialise in 2D, 3D and CGI modelling and animation for TV, films and learning games. I was interested to explore the project life cycle to create a final published product.

Other Experience

April 2017 –
Current

General Assistant, Easton Farm Park

Duties included:

- Working collaboratively within a small team to ensure the smooth and profitable running of the farm cafe

- Ability to multitask and be adaptable as required, to cover business needs

**Aug 2015 –
Sep 2016**

Customer Service Assistant – Cooperative Food Retail

Duties included:

- Serving and helping customers in a polite and professional manner
- Replenishing and restocking, ensuring a high quality of stock management

Awards

2015

Young Enterprise Business Awards – Regional Winner

While at 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 other schools / colleges to achieve the overall regional winner award. In addition to regional winner, we also attained many individual accolades including; Company of the Year and Product Development Award.

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

2013

Sports Leaders Award

Other / Personal Details

Interests:

In my spare time I enjoy the challenge of learning and developing with new software, this year I started to develop my own game engine in C++, this has enabled me to build my understanding of the game environment from a technical perspective.

I like to play a wide variety of games; tactical, FPS, VR, sandbox and casual, I have found that an appreciation of different game 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 innovations and technology, and to meet developers from across the industry. When time allows, I also enjoy taking part in game jams and hackathons.

When not involved in gaming I like to climb, sail, and hike. Living in Plymouth has given me the opportunity to explore the coast and moors of Devon and Cornwall.

References

References are available on request.