



Alpeche Pancha

Flat 1005, 23 Franciscan Way • Ipswich • IP1 1NB 

Games Programming Student

Final year undergraduate games programming student with a solid and versatile skill set. Self-motivated individual with several ongoing and completed projects, including a basic game engine developed in C++. Seeking an opportunity to work in a professional environment, in order to start a career in games programming.

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Education

BSc Computer Games

Programming

University of Suffolk

2016 – Present

2:1 predicted

Relevant modules: Game Engine Development, Programming for Graphics, AI for Games

Group projects: Worked with other students from year 1 and 2, to design and develop a game in Unity.

Diploma of Higher Education,

Computer Science

University of Essex

2013 – 2015

225 credits

Relevant modules: Application Programming, C++ Programming, Web Development, Software Engineering.

First year group project: Programmed and documented a Python web scraper and data analysis program.

Leave of absence during first year (2011 – 2012) due to health reasons.

BTEC National Diploma IT

Practitioners

Newham Sixth Form College

2009 – 2011

Triple Distinction (360 UCAS points)

Final year project: Designed, documented and implemented a website project.

Student ambassador.

Work Experience

Junior Test Engineer

Coderus, Suffolk

October 2015 – Present

Developed automated tests in C# and Python for desktop applications using test automation software.

Developed and maintained in-house software tools in NodeJS and Python to improve testing workflow.

Developed automated tests for Android and iOS mobile apps using Espresso and XCTest. Languages used include Java, Kotlin and Swift.

Set up new CI pipelines on Jenkins for integration and user interface testing using Groovy.

Developed shell and Python scripts to aid in automated testing and CI pipelines tasks, such as parsing and exporting test results.

Worked on backend development for an IoT home alarm system using NodeJS to build a RESTful API and other backend services, including providing mobile push notifications.

Summer Intern

Coderus, Suffolk

June 2015 – September 2015

Performed manual testing of mobile and desktop applications for multiple platforms, including: iOS, Android, Microsoft Windows and macOS.

Documented test results using a test case management system. Reported issues found during testing using issue tracking and project management software.

Contributed in the development of SABA (School Anti-Bullying App) and in-house tools using Ruby.

Attended and contributed to regular team meetings and project specific meetings, including daily stand-up meetings.

Worked in an Agile environment as part of a team, and demonstrated great communication skills to complete work within tight deadlines.

Personal Projects

NotePhix (2018 - Present)

<https://github.com/Phixyn/NotePhix>

Android GTD and note-taking app. Developed in Java.

OpenGL Demo Projects (2017)

<https://github.com/Phixyn/opengl-demos>

Learned the basics of C++ graphics programming in OpenGL, using SDL and GLUT.

Programmed shaders using GLSL (OpenGL Shading Language).

PhinxEngine (2016 - 2017)

<http://bit.ly/PhinxEngine>

Game engine written in C++ with the SFML libraries. A simple 2D game engine developed using the SFML Framework. It is designed for 2D platform games. Originally implemented for the Game Engine Development module at the University of Suffolk, and further extended after the assignment submission.

MetaCortex (2015)

<http://bit.ly/new-project-metacortex>

2D Space arcade game programmed in Java using standard libraries. Features high-scores and custom graphics.

TetrisPhix (2014)

<http://bit.ly/tetrisphix-tblr>

Tetris clone programmed in Java, using the AWT and Swing libraries. Features 2 game modes with different levels, highscores and custom graphics.

Relevant Skills

Programming

10 years of programming experience, including 2 years of professional experience.

Proficient in: C++, Java and Kotlin. Experienced with Python, C# and shell scripting.

OpenGL

Able to display basic graphics, lighting and animations using SDL and GLUT.

Beginner GLSL knowledge: able to write simple shaders and apply them.