

Christopher Ball

Buzzard Games Limited

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Personal Profile

Holds a Level 7 (Masters equivalent) Diploma in Game Development, achieving 2 distinctions and 2 merits in the final assignments. Seeking professional relationship with independent game developers, using programming skills to create innovative and exciting games.

Hard working, reliable and self-motivated. Able to complete assignments under pressure to work with deadlines. Examples of programming skills can be seen at www.christopherball.net.

Technical Skills

- C++
- C#
- DirectX
- HLSL
- Unity3D
- Unreal Engine 4
- Git

Work Experience

July 2019 – Present: Software Engineer

n-Coders Ltd, Park House, Threemilestone, Truro

Using knowledge of PIC micro-controllers and embedded C programming to improve legacy code and add additional functionality to a range of sports and fitness equipment. Guiding Junior Programmers with pair programming and support.

August 2018 – Present: Director

Buzzard Games Limited, Porthtowan, Truro

Working closely with clients, building games in Unreal Engine 4 and Unity using C++ and C# skills. Main strengths include complex AI and game-play mechanics.

January 2018 – August 2018: Freelance Game Developer

Bold Buzzard Studio, Portreath, Redruth

October 2013 – June 2018: Admin Assistant

Watson French Ltd, Courtleigh House, Lemon Street, Truro

1st October 2012 – 30th August 2013: Client Services Administrator

C.V.S. Ltd, Oakland House, Talbot Road, Stretford, Manchester

March 2012 – October 2012: Property Research Operative

C.V.S. Ltd, Oakland House, Talbot Road, Stretford, Manchester

May 2007 – July 2011: Council Tax Call Centre Officer

Manchester City Council, Wenlock Way Offices, Wenlock Way, West Gorton, Manchester

November 2006 – April 2007: Customer Service Advisor

Carillion Property Services, 550 Mauldeth Road West, Chorlton-cum-hardy, Manchester

January 2005 – June 2006: Electrical Helpline Advisor

ASDA Stores Ltd, ASDA House (Head Office), Leeds

November 2003 – November 2004: Personnel Services Administrator

Peninsula Business Services, New Bailey Street, Manchester

Education and Qualifications

Level 7 Diploma in Game Development for Computer Gaming

Distance learning with City & Guilds

- 3D Graphics for Computer Games (Distinction)
- Artificial Intelligence for Computer Games (Distinction)
- Computer Game Design and Development (Merit)
- Level Design for Computer Games (Merit)

OCR CIT Certificate in Spreadsheets (CIT102)

Distance learning with NITLC (National IT Learning Centre)

OCR CIT Certificate in Databases (CIT103)

Distance learning with NITLC (National IT Learning Centre)

BTEC National Diploma in IT

North Trafford College, Talbot Road, Stretford, Manchester

9 GCSE's (3 Bs, 6 Cs)

Altrincham Grammar School for Boys, Marlborough Road, Altrincham

Hobbies and Interests

My passion for games started when I played 'Daley Thompson's Supertest' on my cousin's ZX Spectrum. I am working on a personal game project, a 2D side scrolling, beat 'em up/ shoot 'em up using influences from 'Final Fight' to create a pixel art desktop game with my scratch built engine using DirectX. Pixel art in modern games triggers nostalgia for the games I played on the Amiga and PC in the 1990's.

When I am not programming I also enjoy table top war gaming, particularly 'Warhammer 40k' by Games Workshop. It's a great way to socialise and play a game that uses strategic thinking. Building and painting an army to prepare for battle is also a lot of fun.

Another way that I relax and be creative is by producing music with Ableton Live and the native software instruments that come with the Suite 8. I love the expression that writing music gives and the problem solving involved during the mixing process. I get inspired by listening to artists such as Aphex Twin and Venetian Snares but also love to listen to jazz artists such as Portico Quartet and Dave Kane's Rabbit Project.

References

Available on request.