

# Christopher Ball

## Game Programmer

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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](http://www.christopherball.net).

## Technical Skills

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

## Work Experience

### **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 to 30th August 2013: Client Services Administrator**

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

### **March 2012 to October 2012: Property Research Operative**

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

### **May 2007 to July 2011: Council Tax Call Centre Officer**

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

### **November 2006 to April 2007: Customer Service Advisor**

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

### **January 2005 to June 2006: Electrical Helpline Advisor**

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

### **November 2003 to 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 build 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.