

# Fraser Barker

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## Personal Profile

Recent graduate of the Computer Games Technology course at Abertay University. Current Associate Programmer at d3t Ltd. I always strive to understand the inner-workings of games and how they interact with their users. From interesting mechanics to stunning visuals, a chance to be part of this ever-expanding industry is hard to pass up.

## Technical Skills

- C++.
- C#.
- HLSL.
- Unity.
- Unreal Engine.
- Visual Studio.
- Source control via Git.
- SourceTree

## Education

**Sept 2016 - May 2020: BSc(Hons) Computer Games Technology, University of Abertay Dundee (Classification: 1<sup>st</sup>)**

4<sup>th</sup> year modules included:

- |  |    |
|--|----|
| - Applied Mathematics 4                  | A  |
| - Honours Project Dissertation           | A  |
| - Applied Game Technologies              | A  |
| - Programming Animation Systems          | A+ |
| - Honours Project Proposal and Execution | A+ |

3<sup>rd</sup> year modules included:

- |  |    |
|--|----|
| - Graphics Programming with Shaders              | A  |
| - Network Systems for Game Development           | A  |
| - Professional Project: Planning and Prototyping | A  |
| - Procedural Methods                             | A  |
| - Professional Project: Development and Delivery | A  |
| - Mathematics and Artificial Intelligence        | A+ |

## Relevant Experience

**June 2020 - Ongoing: Associate Programmer, d3t Ltd**

- Communicated across various disciplines to create amazing titles.
- Managed and maintained tasks to ensure accurate timeline projection for projects.
- Directed work following guidelines from supervisor.
- Developed software for various parts of titles.

## Other Experience

### Jan 2016 - June 2016 & June 2019 - July 2019: ICT Contractor, Islay High School

- Implemented general repairs to ICT equipment.
- Administered server maintenance.
- Supervised inventory management.
- Monitored work with pupils.
- Developed software and hardware guidelines.
- Directed data basing.

## Key Personal Skills

**Planning:** Having to innovate at Islay High School has given me great appreciation for a well developed plan. I've integrated this into my programming skills.

**Organisation:** Going hand-in-hand with planning, organisation is a must for improving the IT processes. That's why my previous experience helps me organise and plan more effectively when programming.

**Adaptability:** During my time at Islay High School, being able to adapt was crucial. Depending on the request, or time available, you were required to think outside the box at times.

**Communication:** Dealing with customers and pupils, as well as working in teams for game jams, it is vital to have clear communication between each other. Otherwise, things may go awry.

**Teamwork:** All the above skills merge nicely into teamwork, without one would cause issues within the team. A crucial part of my previous and future employment.

## Interests

- Computer games - I recently completed the new Marvels Spider-Man. I haven't felt so good playing a game since I first booted up Half-Life many years ago. The story, mechanics, characters and setting really got me roped in. To evoke a similar feeling in the next generation of gamers would be something I would really want to do.
- Game jams - I've only taken part in a few but what I learned from those compact experiences really helped me with my projects in university. From appropriate scope size to team-working with strangers, every aspect has helped me further my goal towards becoming a better games programmer.
- Cycling - When I want to take a break from all the coding, I like to cycle. This helps me clear my mind or mull over a problem I've been stuck on when working on a specific part of a project.

## References

*References available upon request.*