

ETHAN CROOKS

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Personal Statement

An enthusiastic and versatile programmer, with a wide skillset that is continuously strengthening and diversifying. Especially confident in gameplay programming in C++ and C#, as well as scripting and web development in Python/JS.

Skillset

- Programming in C++, C#, Python, Lua, and JavaScript.
- Game development with Unity, Godot and Love2D.
- Game development in OpenGL, including shader programming.
- Working on full-stack web development on my personal DigitalOcean server, with systems like Flask and Redis. Interfacing with AWS EC2 instances via their API.
- Website design in HTML/CSS/JS.
- Scripting and task automation in Python.
- Working in collaboratively with artists and designers as well as other programmers, including using software like Git and Trello.

Education

East Anglian Digital Incubator (EADI)

July 2020 - Present

I am currently taking part in a yearlong training programme through EADI, an organisation aiming to grow the video game development industry in Suffolk. Through this program I have been a part of an indie development team, and have been able to take part in excellent workshops and talks by external speakers in the games industry, from publishing companies to indie developers.

University of Portsmouth

2019 - Present

Currently studying Computer Games Technology, with the first year just finished. In the first year I broadened my skillset by completing projects in C++ programming, image creation, and 3D modelling/animation – as well as the opportunity to work in large development teams. In my second and third year I will be concentrating on gameplay and graphical programming, leaving me with specialised knowledge in what I enjoy as well as a broad understanding of game development as a whole.

Suffolk One Sixth Form College

2017 - 2019

- Maths A Level (A)
- Computer Science A Level (B)
- Games Design Level 3 BTEC (Dist*)
- Electronics AS (A)

Stowupland High School

2013 - 2017

10 GCSE's including Computer Science (A) and Maths (8).

Employment

Software Developer - Maly IT

July 2019 - August 2019

Joined Maly IT for summer work experience for two weeks, then moving on to full time work for the rest of the summer. Worked with .NET Xamarin to develop cross-platform mobile applications. This allowed me to see the software development methodologies that I learned about at Suffolk One being put into practice, being part of a full team and communicating with our client.

Teaching assistant - Creative Computing Club

April 2018 - July 2019

Periodic volunteering as a teaching assistant at CCC, later moving to part time work in their Stowmarket group. The opportunity to work in a team teaching young people programming strengthened my communication skills, which proved useful going forward to university.