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# Louis Foy

Programmer  
Game developer

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*Portfolio:*  
<http://gamingpuddle.altervista.org>

## ➔ Profile

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Programmer and game developer with 12 years of combined self-taught and studied experience in C++. I'm familiar with several domains of programming including **3D, engine, multiplayer networking, gameplay mechanics, compression, custom file formats** and more across various projects.

Currently studying as a high-achieving third-year at Falmouth University and seeking an appropriate level programming position to apply my comprehensive practical skills in a creative and motivated game development team.

## ➔ Key Technical Skills

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**Languages (Fluent):** C++, C#, C, Python, Blueprints  
**Languages (Additional):** JavaScript/HTML5, Unity ShaderLab, HLSL, GLSL  
**APIs:** Direct3D11, Direct3D9, Win32, WinSock, FMOD, SDL 2  
**IDEs:** Visual Studio, PyCharm  
**Engines:** Unity (C#), Unreal Engine (C++, Blueprints)  
**Workflows/Tools:** Agile, SCRUM, Jira, HacknPlan, Slack, Trello

## ➔ My Projects

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My portfolio website takes just a moment to scan through and shows much more than I can tell. See it at:  
<http://gamingpuddle.altervista.org>

## ➔ Previous Employment

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### Programming Intern - Anti-Matter Games

Jun 2019-Sep 2019

At Anti-Matter I developed several features and tools for two projects. I worked in collaboration with the programming team, designer and producer to deliver features within the appropriate time estimates and with a high level of autonomy. I quickly integrated into the team and I played a proactive role in pioneering new prototype features for the projects. I iterated and improved the new features based on playtest feedback in liaison with the designer and relevant team members. My key contributions and achievements included:

- Developing features and tools in **Unreal Engine** using a mixture of **C++** and **Blueprints**.
- Rapidly iterating and sharing prototype work in brief video clips for immediate feedback.
- Supporting fellow programmers and interns in occasional emergent blocking situations.
- Flexibly working between multiple projects when needed and investing considerable effort to meet critical deadlines.

## → Voluntary experience

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### Falmouth University

2017-present

- **2018: 2<sup>nd</sup> year PASS Leader.** Responsibilities included planning weekly sessions for first-years where I facilitated additional learning with a mix of various group activities and independent support. I achieved an award for **outstanding individual contribution** for independently introducing PASS to Games Academy first-years.
- **2018-2019: 2<sup>nd</sup> and 3<sup>rd</sup>-year Course Rep.** Responsibilities included collecting and delivering feedback to course leaders during regular meetings and raising concerns within the cohort to staff.
- **2018: Members rep** for Autistic Society. Responsibilities included managing a quiet table on outings and facilitating engagement between members with extra difficulties.

### Miscellaneous

- **2017:** Volunteered at the Tecademy for Computer Science Teachers event with Bluefruit Software. Assisted teachers in Raspberry Pi programming training for its introduction to schools.

## → Education

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### Falmouth University

2017-present

- Studying **Computing for Games (BSc)** (expected grade: 1<sup>st</sup>)
- Key subjects include **Agile workflow, version control, graphics engineering, AI, networking**

### Northbrook College

2012-2014

- **BTEC Extended Diploma** in Creative Media Production (Games Development) (**D\*D\*D\***)
- Key subjects included **game design, Flash programming, 2D animation, modelling**
- Received Student of the Year award in 2014 for Outstanding Personal Achievement

### The Links College

2006-2011

- **4 key GCSEs** in Science, Additional Science, Mathematics (**A\***) and English (**A**).