

# Harvey Milner

07956665463

Harveymilner1@icloud.com

<https://www.linkedin.com/in/harvey-milner-62a5961ba>

[Hmilner1.github.io](https://github.com/Hmilner1)

## ABOUT ME

Enthusiastic and dedicated software engineer with a proven track record of academic excellence, holding a First-Class degree in Games Development and currently pursuing a master's in Video Game Programming. Proficient in C++, C#, Python, and experienced with Unreal Engine and Unity. I thrive on solving complex challenges, particularly in the realm of video games. My collaborative nature, honed through academic and independent projects, reflects my commitment to teamwork.

## EXPERIENCE

### GLOBAL GAME JAM 2020

Contributed technical skills to Froget, collaborating on rapid game development within tight deadlines. Strengthened adaptability, quick problem-solving, and teamwork skills.

### LUDJAM 2022

Worked in a successful team in a week-long game jam, securing a top-10 position out of 150 teams. Demonstrated strong project management, technical proficiency, and innovation in rapid game development.

### UNIVERSITY STUDIO SIM

Contributed to a dynamic university module simulating a game development studio. Designed and implemented gameplay features, refining real-time problem-solving and collaboration skills.

## SKILLS

- Unreal
- Unity
- Git /Source control
- C++
- C#
- Python
- Creative Problem Solving
- Project Management
- Teamwork

## EDUCATION

### COLLEGE/ RON DEARING UTC

#### JULY 2020

BTEC Level 3 In Computing - Double Distinction

OCR Level 3 in Engineering – Pass

### BSC / STAFFORDSHIRE UNIVERSITY

#### JUNE 2023

Bachelor of Science with Honours First Class in Computer Games Development

### MSC / STAFFORDSHIRE UNIVERSITY

#### 2024

Master of Science in Computer Games Programming – Grade TBD