

# Sean Latham

Games Programming Student

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I am a second-year BSc Computer Games Programming student at the University of Derby and I am a member of my course's student committee. I am now looking for a programming-related placement. I am an aspiring games programmer with particular interests in retro/arcade-style games, creating and using level editors and the expression of creativity through video games. The prospect of others enjoying a game that I helped create excites me very much. I am a quick and enthusiastic learner and am always looking to push myself further. I obey programming practices and manage my time efficiently to make sure that my code is competent, consistent, thorough and on-time.

## Skills

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### Programming/Scripting Languages

- Proficiency in **C++** (2013 - present) and **C#** (2012 - 2013).
- Comfortable with **Python** (2013 - present) and **HTML/Javascript/CSS** (2011 - present)
- Limited knowledge of **UnrealScript** (2013) and **ASP.NET** (2011 - 2012).

### Development Tools

- **Visual Studio 2012, 2010** (2012 - present)
- **Game Maker 8.0, 7.0, 6.1, 6.0, 5.3** (2003 - 2011)
- **Unreal Development Kit** (2013)

## Education

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**BSc Computer Games Programming**  
University of Derby (2012 - Present)

### First Year

- Developed **C#** skills by applying programming skills that were gained previously.
- Created a game in **XNA 4.0** as an assessed component (see below).

### Second Year

- Applied skills learnt last year in learning **C++** and **Python**.
- Currently developing a flexible and extensible **UI framework** in **C++** as an assessed component.
- Creating a small networking application using **Python**.

### A-Levels

Cedars Upper School (2010 - 2012)  
Leighton Buzzard, Bedfordshire

<b>Computing</b>	A*
<b>Maths</b>	C
<b>Physics</b>	D

### GCSEs

Cedars Upper School (2008 - 2010)  
Leighton Buzzard, Bedfordshire

11 A-C including Maths, English and Sciences

# Projects

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## UI Framework (2013 - present) (work in progress)

- 2D user interface.
- Being developed in C++ as an assessed component in the second year of BSc Computer Games Programming.
- Graphically rendered using OpenGL.

## Bling Bling Programming of the Deep (2013)

- 2.5D side-scrolling platformer created in 48 hours as part of an extra-curricular game jam.
- Developed in UDK.
- Worked in a team with other Derby students.

## Seperating Axis Theorem Implementation (2013)

- 2D implementation of a collision detection algorithm.
- Developed in C++ during the summer of 2013.
- Uses Simple DirectMedia Library (SDL) for rendering/user input.

## Not Mega Man 7 (2013)

- 2D side-scrolling platformer, *Mega Man* clone.
- Developed in XNA 4.0 as an assessed component in the first year of BSc Computer Games Programming.
- Features keyboard and Xbox 360 controller support, parallax scrolling backgrounds, level creation/loading using XML and an original soundtrack.
- Will be demoed at the Games@Derby showcase in the near future.

## Hard (2010)

- 2D side-scrolling platformer in the vein of *I Wanna Be the Guy*.
- Developed in Game Maker 8.0.

Code samples for these and more can be found at: <http://ipidev.info/software>

# Miscellaneous

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**Favourite games:** Garry's Mod, Kerbal Space Program, Magic: the Gathering, Mega Man 10, Pokémon X, Sonic 2, TrackMania 2: Canyon, Worms Armageddon

**Music:** I am a self-taught chiptune composer for 6 years - I compose music for the Nintendo Entertainment System, Game Boy and so on. I have been involved with various compilations such as [2A03 PURITANS](#) and [Mega Man Time Tangent](#).

# References

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References are available upon request.