

RHYS ELLIOTT

Graphics/Games/Engine Programmer

Contact

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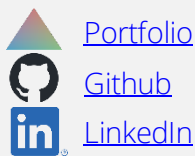
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Links



Skills

C++/C#

Vulkan, DirectX, OpenGL

Rendering Profiling Tools

HLSL & GLSL

Collaborative & Communicative

UE5, Unity

Hobbies

Reading (classics)

Super Smash Bros. Melee

Competitor

Summary

Final-year Computer Games Programming student at the University of Staffordshire with a strong passion for Graphics Programming and experience with Engine Development and general Games Programming. I am highly self-motivated to continually expand upon my knowledge and gain new skills. I strongly desire to contribute to the games industry and to work on meaningful projects with similarly passionate people.

Experience

Sales Consultant - 12/2020 to 01/2021

Next, Lakeside Shopping Centre

- Delivered exceptional customer service in a fast-paced retail environment during peak holiday season.
- Communicated effectively with a large team to ensure smooth store operations.

Education

BSC Computer Games Programming – 2022 to 2025

University of Staffordshire, Stoke-on-Trent

- I became deeply interested in graphics programming after undertaking the module 'Real-Time Rendering' in which I achieved a First with a mark of 93.4%

A-Levels – 2020 to 2022

USP Palmers College, Grays

Computer Science – Distinction*, Maths – A, English Lit - B

GCSEs – 2015 to 2020

Hassenbrook Academy, Stanford-le-Hope

- Nine GCSEs grade 7 and above
- Four grade 9 GCSEs including Maths and English

Projects

Vulkan PBR

- Developed a personal Vulkan renderer with PBR, demonstrating self-management over the summer.

Midnight Taxi

- Collaborated with a multi-disciplinary team of 20+
- Created gameplay systems and material blueprints in UE5 as a Junior Tech