

George Fyles - CV

CONTACT

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PROFILE

Hard working and motivated games programming university student in my final year. With a **passion for games and the technologies powering them**, my honours project will focus on decreasing rendering latency of SDF representations of SPH fluid simulations. With a solid grasp on the core knowledge required for **designing and implementing gameplay and systems** in both custom and commercial game engines, I have **experience working in teams** to bring games to life.

EDUCATION

Abertay University
September 2021 - Present
BSc (Hons) Computer Games
Technology

SKILLS

C++, Unreal Engine 5 & Blueprints, Unity, game engine architecture, gameplay programming, applied mathematics, OpenGL, DirectX & HLSL, parallel programming, artificial intelligence, network architecture, source control, C#, Python, HTML & CSS, JavaScript

MODULE GRADES

- Animation Systems: A+
- Graphics Programming with Shaders: A+
- Game Engine Development: A+
- Professional Project: A+
- Mathematics and AI: A+
- Network Systems: B+

QUALIFICATIONS & AWARDS

- (Highest level given for each)
- **Nominated for TIGA UK Games Education Awards Best Student Game**
 - **Abertay University A D D McKay Senior Prize for Mathematics**
 - **Abertay University Hannah Maclure Prize for Mathematics**
 - Amazon Web Services Academy Machine Learning Foundations
 - Advanced Higher Computing Science A
 - Advanced Higher Mathematics A
 - Advanced Higher Mathematics of Mechanics B
 - NC Computer Games Development SCQF level 6
 - Higher Chemistry A
 - Higher English A
 - Higher Photography A
 - Higher Physics A
 - National 5 Biology A
 - National 5 History A
 - Bronze Duke of Edinburgh's Award
 - Saltire Awards 100 Hours Volunteering
 - Chief Scout's Gold Award
 - UKMT Senior Mathematical Challenge Bronze Certificate
 - RSB Biology Challenge Silver Award
 - Silver Inspiring Digital Enterprise Award
 - John Muir Trust Discovery Award

EXPERIENCE

Teaching Assistant, Abertay University

September 2024 - Present

I am responsible for helping with course delivery for a third-year class, 'CMP301 – Graphics Programming with Shaders'. This involves helping students solve their problems when they get stuck with lab tasks, requiring me to **communicate effectively about complex code** and ideas.

Programmer + Technical Artist, Triple 7 Studios

January 2024 – Present

I have been developing a game, Left Upon Read, in **Unreal Engine** as **part of a multidisciplinary team of nine** students, for a university project, and later **Abertay's DARE Academy** competition, receiving **mentorship from developers at a large AAA studio** and nominated for an award. This experience has given me a **real insight into life at a games studio**, as I had to **work with my fellow programmers while coordinating with production, design and art** through **regular stand-ups** and management software **Jira**. Some of my contributions:

- Responsible for enemies in the game -
 - AI and behaviour including combat mechanics
 - Working in blueprints to import animations, create layered bone blends, montages and ensuring they blend in and out correctly
 - Implement unique boss mechanics
- Other gameplay mechanics
- UI programming
- Creating & modifying VFX and implementing backend systems controlling them
- Took part in much more from game design to set dressing

Research Assistant, Abertay University

June 2023

I was responsible for creating new learning materials on calculus as part of a program to prepare incoming students for mathematics at university. I was in charge of **managing my time to get my work done efficiently and meet deadlines**. I had **regular meetings** with my manager to discuss progress and how I should proceed. I was required to **learn to make use of computer systems** I had not worked with previously.

Prefect, Webster's High School

August 2020 - June 2021

I was selected to become a prefect for the computing department of my high school. I was responsible for assisting the teachers with administrative work, so **had to be organised and complete assigned tasks on time**.

Young Leader, Scouts

~ 2018 - 2021

Volunteered as a young leader at the local Beavers and Cubs groups. I **helped plan and run activities**, often by myself. Running activities for the children improved my **leadership, presentation and public speaking skills**, and working with the senior leaders and other young leaders solidified my **team working skills**.

Mentors in Violence Prevention Programme

August 2020 - June 2021

As **part of a team** I **received training** and delivered lessons on violence prevention and conflict resolution. We had **regular planning meetings** and presented the lessons biweekly. This experience enhanced my **presentation and organisational skills** and the ability to deal with difficult individuals.