

LOUIS HOBBS

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Further contact details available on request

Aspiring Game Developer and Designer. Computer Games Programming graduate from the University of Derby Class of 2020.

EXPERIENCE

MARCH 2020 – MAY 2020

COMPUTING LAB ASSISTANT, UNIVERSITY OF DERBY

As part of the 2nd semester of my last year at University, I was an assistant for a first-year computing module, Foundations of Computer Science. Responsibilities involved helping students learn and comprehend the principals of various data structures in addition to the C programming language. Teaching consisted of in-person and remote sessions during the COVID-19 pandemic.

NOVEMBER 2019 – MARCH 2020

SOFTWARE CONSULTANT, UNIVERSITY OF DERBY

While in my last year at University, I worked on an Immersive Realities Research Project as a Unity Developer creating a VR Experience for external contact.

SEPTEMBER 2018 – AUGUST 2019

PROGRAM REPRESENTATIVE, UNIVERSITY OF DERBY

For the duration of my 3rd year at University, I became the program representative for the computer games programming course. My primary responsibilities involved coordinating discussions and feedback between the student body and the course management as well as in-depth feedback on specific modules and overall student experience.

JUNE 2017 – JUNE 2018

SOCIETIES COMMITTEE MEMBER (TREASURE), DERBY US COMPUTING SOCIETY

During my time at University, I was the treasurer and founding committee member for the Derby Union of Students Computing Society. My responsibilities focused on managing the societies existing funding and acquiring new funding for as well as co-hosting our [bi-annual award-winning GameJams](#).

EDUCATION

SEPTEMBER 2016 – JULY 2020

BS, COMPUTER GAMES PROGRAMMING UNIVERSITY OF DERBY

I completed my undergraduate studies at the University of Derby. During this period, I further developed my skills as a programmer specializing in Games. During my tenure at Derby, I studied topics including Game Development, Game AI, Real-Time Physics, Virtual Reality, Graphics API and Low-Level Programming. Outside of my studies, I also partook in the experiences detailed [above](#)!

Over this period, I was also a part of the complete production of two games: Gladio and Infernal Sin. More information about these is available at louishobbs.com/gladio and louishobbs.com/infernal-sin

Qualification

- Bachelor of Science (Honours) in Computer Games Programming – Second Class Honours (1st Division)

SEPTEMBER 2014 – JUNE 2016

BTEC LEVEL 3, CREATIVE MEDIA PRODUCTION (GAMES DEVELOPMENT)

CONFETTI INSTITUTE OF CREATIVE TECHNOLOGIES

Confetti was my first foray into the realms of Further Education, during my time at Confetti, I completed a BTEC in Games Development, my first foray into the area. During this time, I covered many topics, including Pre-Production, Game Engines & Technologies, Game Design, Narrative Production, Sound Effects and more!

At the end of the studies, I was part of the production of the game, Paper Cut, viewable at louishobbs.com/paper-cut.

Qualification

- BTEC Level 3 Extended Diploma in Creative Media Production (Games Development) – Distinction* Distinction Distinction

SEPTEMBER 2009 – JUNE 2014

SECONDARY EDUCATION NATIONAL CHURCH OF ENGLAND ACADEMY

The National CofE Academy was my local secondary school which I attended during my childhood. During this time, I achieved 7 GCSE, 1 BTEC and 1 ONAT qualifications including English, Mathematics, Science, ICT & Engineering.

SKILLS

- **Languages:** C#, C++, C
- **Game Tools:** Unity, Unreal Engine 4, SteamVR, VRTK
- **General Tools:** Git, Markdown, Discord / MS Teams / Slack

ACTIVITIES

As my background is mostly in video games, lots of my time is spent playing and talking about a wide selection of video games, from new to old, eastern to western, casual to competitive. Outside of the digital realm, I have also spent the last few years getting to know Magic: The Gathering, more recently, mostly the commander format. More recently, I have been getting back into reading more, and I mainly enjoy reading Sci-Fi and general non-fiction.