

Cai Mills

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EDUCATION:

University of Staffordshire:

Dates from 2023 - 2026

Computer Games Programming - BSc (Hons) - Currently Year 2

SKILLS:

Programming Languages: C++, C#, HTML, GDScript

Game Engines/Frameworks: Godot, Unity, Unreal Engine 5, SDL, MonoGame

Other Tools: Git, DirectX11, OpenGL, Microsoft Office, (Brief Experience with SQL)

PROJECTS:

Currently making a multiplayer game in MonoGame, as well as making a playable scene in DirectX11. Past Projects include;

- **SDL** - 2D Platformer
- **Unity** - Top-Down Action Game
- **Unity** - 2D Platformer
- **Unreal Engine 5** - Tank Game

WORK EXPERIENCE:

The Plough and Harrow (Swansea) - Waiter/Bar Staff

03/2023 to 09/2023

Skills Learned: Communication, Customer Service, Problem Solving, Collaboration.

(References can be provided if requested)

ABOUT ME:

I am an enthusiastic learner who is always eager to absorb new knowledge and seeks to advance my skills. I possess proficiency in various programming languages, with a particular affinity for C++ and C#. My primary experience lies in Unity for my personal endeavours, but I have recently transitioned to exploring Godot, as I favour open-source solutions, primarily utilizing C# in my projects along with some GDScript when necessary.

I'm a collaborative individual committed to both professional growth and personal development, whether it's by refining my existing skills or broadening my understanding with innovative tools and programming languages. I possess experience in teamwork, having participated in game jams as the programmer for my team, utilizing platforms like Trello and Notion to effectively communicate with my colleagues. Throughout my academic journey, I take pride in my accomplishments, always going above and beyond to showcase my finest work. I'm an enthusiastic worker, consistently keen to learn from and support those around me, striving to achieve my utmost potential.