

Liam Bansal

Games Programmer

Profile

Expressing my creativity has always been a very positive and beneficial outlet for me. I have produced games for the Windows, Android and HTC Vive platforms. I am capable of rapid prototyping game ideas that make the most of simple programming methods and minimal artistic resources whilst using a fail fast approach to achieve results. I enjoy difficult challenges that test my skills, knowledge and performance.

Skills

- Proficient in Unity and its many systems, as well as programming games using C#.
- Comfortable in using C++. Used it to create many projects from scratch such as a rendering framework and birds simulation.
- I perform very well as part of a team but can also work independently to produce outstanding results.
- Capable of using both GitHub and Git efficiently.
- Good standard and understanding of the 3D modelling process.
- Good knowledge of Reaper, FMod and Unreal Engine 4.

Experience

The Sail Loft (Cafe)

(Part time, April 2017 – October 2017)

- My job involved preparing food, washing dishes, serving customers and cleaning the establishment.
- Improved valuable skills such as working in a team and social skills.

Education

University of Gloucestershire

(September 2019 - Ongoing)

Undergraduate BsC Hons

Game Engine Scripting	77% (A)
Games Production	73% (A)
Programming and Mathematics for Games	73% (A)

Menai College Llangefni

(September 2017 - June 2019)

BTEC Level 3 Extended Diploma

Creative Media Production (Game Development) **Distinction***

Sir Thomas Jones' School

(September 2012 - June 2017)

GCSE

Science	A
Mathematics, Numeracy, Art, English Literature + 2 more	B
English Language and Welsh Language/Literature	C

Achievements and Interests

- Bronze award in 3D Digital Game Art at Skills Competition Wales Final (2018).
- Learning independently is a good experience because it challenges me to work harder and I really enjoy it.
- Over time I plan on developing my interests from hobbies into part-time careers.

Sketching

- I prefer pens as a medium. I have improved my precision, composition and can better work with mistakes.

Playing the Guitar

- Taught myself how to play the electric guitar.

Writing Lyrics

- Developed my interest in guitars into writing lyrics.

Creative Writing

- I have learnt a lot through self development.

Video Games

- Interested in articles about the development of games.