


# LENARD DENISZ POP

GAME DEVELOPER

## Contact Me

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 Birmingham, B29 5SY

## Hobbies



GAMING



TRAVELLING



PROGRAMMING



CAMPING

## References

Available on request

## Professional Skills

C++

HTML

JavaScript

C#

CSS

AJAX

UE4

PHP

SQL

Unity

jQuery

Bootstrap

## Work Experience

### Junior Web Developer at TonyG

Sept 2018 – Present

- Between meeting tight deadlines and learning new technologies I was constantly managing my time to make sure I can meet both.
- Having to learn new technologies such as AR and MR, has been challenging but fun having the opportunity to learn them on the job.
- I was also in charge of the main system fixing/updating their business management website.

### Web Technician at Carino

Mar 2016 – Sep 2018

- Implement any requests or feedback received by the client within the given deadline.
- Using the CMS created by Fujitsu to add or update content on the website using HTML, CSS, jQuery, and JavaScript.
- Working remotely, I had to organize my time in a fashionable manner to be able to keep in touch with my colleagues and clients.

### Developer

2016 – Present

- Build a relationship with the client to understand their needs and write up the project's requirements.
- Create content for Garry's Mod game server owners using gLua

## Education

### BSc (Hons) Games Development at Bucks New University

Buckinghamshire New University

2015 – 2018

Grade 2.1

While at university I had to undertake multiple modules that focused on different parts of a game, below are some modules:

- Game Engine Programming
- Data Structures and Algorithms
- Maths for Games
- Advanced Programming
- Physics Engine Programmer
- Agile Software Development
- Computer Architectures
- Advanced AI

### A-Levels Games & Software Development at TCAT

Telford College of Arts and Technology

2012 – 2014

Grade DDM