Kai Dickinson

Portfolio: www.kaidicko.co.uk
GitHub: https://github.com/Kai-Dickinson?tab=repositories
Email: kaidickinson@hotmail.co.uk

Profile

I am currently studying BSc Games Programming at Goldsmiths, University of London and am looking for an entry level place in the games industry or graduate placement; I expect to graduate in June 2020. Games have been a part of my life since I was very young and since beginning my degree, that interest has grown - not only for finished games, but in the programming, algorithms, design and even the decisions that go into creating a gaming experience. The course plays to my strengths, particularly problem-solving and logic, and has encouraged me to develop a real passion for a career in the games industry.

Technical Skills

- C++ and C#
- Use of Unity, OpenFrameworks, Git/GitKraken
- HTML5/CSS
- JavaScript
- Python
- Xcode and VisualStudio

Education

[Goldsmiths University of London] [2016 - 2020]	
BSc Games Programming	Year 3: Games AI Programming Artificial Intelligence 3D Virtual Environments and Animation Expressive Game Design Year 2: Data Structures and Algorithms (1st) Principles and applications of programming C++ (1st) Game Development (2:1) Perception and Multimedia (1st) Year 1: Mathematical modelling for problem solving (2:1) Introduction to programming (1st) Introduction to game development (2:1) Graphics (1st) Generative drawing (1st) Web development (Pass)
[City and Islington College] [2014-2016]	Electronics **(C)**, Physics **(D)**, Geography **(D)**

[Leytonstone School] [2009-2014]	10 GCSEs (A-C) including Maths (A)

Employment

Workplace Assistant	- Assistant to workers in the factory
Decra Ltd	- Work on my own to start builds for other workers
February – March 2013	

IT Intern	Responsibilities
Nautilus International	- Assisting the IT department in daily tasks
July 2016 – December 2018	- Answering in office queries daily
	- Cleaning up CRM database
	- Creating intranets and HTML launchpads
	- Researching subjects for discussion
	Skills used/improved
	- Verbal and written communication
	- Resourcefulness
	- Listening
	- Existing IT skills

Hobbies and Interests

There are a lot of game ideas and software ideas I'd like to create, and I spend a lot of my time collecting ideas for the games I would one day like to make, as well as playing games. My favourites to play are games like Dark Souls, League of Legends and Super Smash Bros, as well as racing games like the MotoGP series or simulators like GPBikes and Project Cars/Assetto Corsa or games in those genres or any games with an interesting implementation of AI. I hope to make a few games in my free time e.g. simulators, but I also want to create some general tools to showcase programming skills outside of the gaming industry.

My main hobby however is Motorcycle racing. Every year I take part in a Motorcycle Racing championship (previously with BMCRC, but heading to British Superbikes in 2019), which takes place over 8/9 race weekends (Friday, Saturday, Sunday) during the year. I enjoy racing mainly because of the constant challenges it brings on and off the circuit. Racing decisions need to be made all the time and sometimes in a fraction of a second, which could be the difference between 1st and 4th. Off the circuit you need a drive to be healthy and ready for your next race, as well as mentally strong to believe you have the ability to do better. Racing is all about self-improvement and always finding something you could do better at. No one can be perfect at anything, but I can try.

References Available upon request