

Charlie Birchall

Portfolio



Contact

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[LinkedIn](#)

Objective

Like many of my peers, I have grown up with games. They have been, and still are, a large part of my life. Just like games have given my thousands of hours of enjoyment, I want to use my own skills to create similar experiences for others like myself.

Much of my time working on my skills as a developer has come from my time at university, where I focused on my skills as both a designer and programmer. I have learnt how to use Unity and Unreal engine and how to create scripts in C# and C++.

Someday, once I've gained enough experience, I would like to lead my own indie studio. My goal with game development is to create something lasting and meaningful, and that is something I be able to do best with the creative freedom of an indie team.

Key skills

- Experience with Unreal and Unity
- Experience working in C# and C++
- Experience prototyping with Blueprint
- Working under time constraints
- Acceptance to feedback
- Adaptability/Flexibility
- Professionalism
- Problem solving
- Intuitive thinking
- Passion

Experience

May – July 2021

Intern • [Nemiah](#)

During my time at College, I completed a work placement at Nemiah, local software/hardware company. While I was not at the company for a particularly long time, it was still an incredible learning experience. Most of the work I completed was on helping to refurbish laptops for the [Digital Poverty Alliance](#) charity, which aimed to supply schoolchildren with the means to complete schoolwork from home.

At my internship, I performed PAT tests, hardware inspections and OS installations. Despite my lower position, I was still responsible for ensuring the quality of the refurbished products and documenting any irregularities or potential issues.

Education

Pearson BTEC Level 3

Computing D*DD

GCSE

Mathematics – 8

English Lit/Lang – 7

Computer Science - 7

Communication

Through my education, I have had several opportunities to practise my communication skills. For one, I have completely multiple team projects through large, game jam-esque modules. Furthermore, I have also had to create presentations to showcase my work; particularly for my dissertation through a midpoint review and dissertation viva voce.

