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West Byfleet

Portfolio: [RichardH.dev](https://richardh.dev)

# RICHARD HANCOCK

DEVELOPER | CV

I am a developer currently based in the Woking area, graduated with First Class Honours in BSc Games Programming at Bournemouth University. Please view my portfolio (linked above) to view the best of my work.

## Technical Skills

### High Experience

- C++
- Core Web Development Languages (HTML, CSS, JS)

### Moderate Experience

- Python
- NodeJS
- OpenGL
- C# (Unity)

### Familiarity

Angular, TypeScript, Virtual Reality (Unity), Emscripten, Java, Android, OpenCL, Unreal Engine 4, PHP, Pearl

### Tools & Miscellaneous Skills

Git, SVN, Linux (CLI / Bash), SDL2, Doxygen, GitLab CI (Continuous Integration), Docker, Kinect, WebSockets, Electron, CMake, Building/Repairing Computers, Android NDK, Virtual Machines, Jenkins (Ruby), Adobe Premiere

## Education

### Bournemouth University (2013 – 2017) – BSc (Hons) Games Programming

#### Overall Grade: First Class Honours

#### Year 1: Grade – 1<sup>st</sup>

Topics included C++, basic modelling in Maya, computer architecture, networking concepts, computer graphics concepts and mathematics, Unreal Engine 3 level design, version control, Object-Orientated Programming and business skills in the Creative Technology Industry.

#### Year 2: Grade – 1<sup>st</sup>

Topics included advanced C++, Artificial Intelligence in games, project management, developing software in teams, 3D graphics (OpenGL) and mathematics, SDL2, OGRE, advanced Object-Orientated Programming, Android development using Java and C++ (NDK) and business/financial management skills.

#### Year 3: Grade – 1<sup>st</sup>

Topic included Game Engine Development, OpenCL, Accurate Performance Testing & Algorithm Evaluation, Emscripten, Network Implementation (WebSockets, WinSock, Berkley Sockets), Physics, Component Entity Systems, 3<sup>rd</sup> Party Library implementation.

#### Dissertation: Grade – 1<sup>st</sup>

My dissertation involved implementing a web based open-source companion app that connects to games to provide a controller or other interface. A web-based system allows a developer to create one app for most

platforms, removing one of the biggest development costs/hassles. Research was carried out to evaluate its effectiveness, and a literature survey was carried out to justify the technology and investigate similar projects.

**Fareham College (2011 – 2013) – BTEC Level 3 Extended Diploma in IT**

**Overall Grade: D\*D\*D\* (Triple Distinction\*)**

## **Work Experience**

**Graduate Developer – Feral Interactive (Jul 2021 – Present)**

Currently working on the iOS/Android port of Total War: MEDIEVAL II primarily on the Android side for release in Spring 2022

**Support Colleague – Currys PC World (Nov 2018 – Mar 2020)**

Helped with many parts of my stores' business including helping customers diagnose problems they are experiencing with their tech, talking through their needs and suggesting suitable replacement products and services.

But my main responsibility was looking after back of house tasks such as organizing the warehouse, performing stock counts and assisting in store audits/investigations.

The investigations required looking at CCTV, several stock/finance systems and interviewing colleagues to try and find out where missing items had gone.

**Student Research Assistant – Bournemouth University (June 2017 – Sep 2017)**

Working as a research assistant for the Creative Technology department continuing the project I started during my Dissertation.

## **Achievements**

- Achieved 1st, 3rd and 4th place as part of a team during Game Jam events
- Achieved a 1st in every year of university.
- Achieved an award during college for being outstanding during my course, chosen by the lecturer.

## **Interests and Hobbies**

### **Game Jams**

Taken part in several game jams as parts of small teams hosted by my university and global events such as Ludum Dare. My team achieved 1<sup>st</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place finishes in the university game jams as judged by the rest of the participants.

I really enjoy participating in these events as they challenge me to think outside the box and rapidly prototype and build mechanics or systems I have never tried before.

### **Servers/Dev Ops**

I built and run a home server with attached refurb disk shelf using unRAID, which has improved my skills in Linux, CLI, Docker, virtualization, VPNs, reverse proxies and VNC. I self-host several game servers and a private GitLab instance utilizing Docker for continuous integration testing and deployment.

I host my portfolio through an AWS Lightsail instance that is automatically deployed from my GitLab instance when new commits are created (and verified working through CI tests).

### **Gaming**

I have played games on a variety of systems ever since I was young, but now primarily use the PC and Xbox. Some recent games I have enjoyed were Dyson Sphere Program, Factorio, Forza Horizon 5 and Mass Effect LE.

Recently I have been getting back into Flight Simulation and learning the rules and procedures of flying aircraft while communicating with virtual ATC on VATSIM.