Philip Charles Smith II

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PROFILE

A tenacious and innovative postgraduate Games Technology student, with well-developed programming skills and practical IT experience. Currently pursuing a PhD to broaden my expertise in the areas of computer science with particular emphasis upon game design, interdisciplinary games development, and applied games.

IT SKILLS & PROJECTS

Programming Languages:	Java, C, C#, C++, Python, Verilog, Dart (Flutter), SQL, NoSQL
Software Packages:	Visual Studio, Android Studio, GitHub, Pycharm, CLion, Figma, Firebase, MS Office, Unity Engine
Operating Systems:	Windows, Linux, MacOS

Projects:
Portfolio Link: **https://pjsmith97.github.io/**

WORK EXPERIENCE

Stablehouse Ltd.   **Intern**   **2021**
- Assisted in building the FAQs page for an upcoming app, and compiled a report and online course guide on cryptocurrency for new employees entering Stablehouse. I also helped compile market research of other similar apps and created dynamic prototypes of their points of sale using Figma.

Bermuda Technology Leadership Forum   **Project Technical Manager**   **2021**
- Participated in a group project to create a location-based, accessibility app for Bermuda. As Project Technical Manager, I oversaw and coordinated the programming aspects of the project. I was also responsible for helping set up the database and led the effort of front to back-end integration.

Bermuda Tae Kwon Do Association   **Volunteer Assistant Instructor**   **2011-2015**
- Taught students in both the junior ($\approx$ ages 4 to 17) and senior classes (ages 18+ and higher belt ranks). Ran drills and led opening and closing ceremonies of each class.

EDUCATION

Queen Mary, University of London   **Intelligent Games, Game Intelligence**   **2023-Present**
- **Modules included:** Game Design, Game Development, Research Methods/Methods and Data, Impact and Engagement

City, University of London   **MSc Computer Games Technology**   **2021-2023**
- **Modules included:** Object-Orientated Programming in C++, Games Development Process, Computer Games Architecture, Computer Graphics, Advanced Games Technology, Digital Signal Processing and Audio Programming, Neural Computing
- Interim Grade: 73.6 Average (Distinction: 70)

University of Toronto   **Bachelor of Science (Hons) Specialist Computer Science**   **2015-2020**
- Specialist focus on Games Design
  - Courses included: Video Game Design (A); Calculus II (B-); Design of Interactive Computational Media (A+); Introduction to Artificial Intelligence (A+) (Mastery); Data Computation and Mind(A+); Introduction to Cognitive Science (A-); Science Fiction (B+); Software Design (B); Linear Algebra I (B); Cinema and Sensation II (A-); Pulp Fiction (A-)
- Final Grade: Cumulative GPA: 2.97, A-level: B+

Bermuda High School, Bermuda   **International Baccalaureate**   **2013-2015**
- International Baccalaureate (IB) (31 Points) - HL Mathematics, Economics, Business; SL Biology, English, Spanish

ADDITIONAL INFORMATION

Tae Kwon Do:	Member of the Bermuda Tae Kwon Do Association; 2nd degree black belt
Conferences:	Attended Model United Nations and Student Diversity Leadership Conferences.
Music:	Played violin and piano and have passed preliminary exams
Interests:	Table-top role playing games, Taekwondo, Video Games, Reading