Henry Tribble

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Education

Higher Education :

I received unconditional offers from all my choices (Falmouth University-BA (Hons) Games Development, School of Audio Engineering (SAE) Institute-BSc (Hons) and University of Gloucestershire- BSc (Hons) Computer Games Programming). I am currently studying at School of Audio Engineering (SAE) Institute working on my BSc (Hons).

BTEC National Extended Diploma in Information Technology (Equivalent to 3 A Levels) - Distinction
(September 2018 to December 2019)

1st year result: ITT/18   BTEC Level 3 90 Credit Diploma in Information Technology: D*D* (results scale D*D*(double distinction) to fail)

Frensham Heights School
September 2012-June 2017

GCSEs: 6 in Mathematics, 5 in English and 5 other GCSEs (grades B to D). Pass in Functional Skills Qualification in Information and Communication Technology Level 2

Experience

Worked at HOPE charity in producing a game to help children learn as an internship, while I was there, I worked in a team programming and lighting the games, making considerations to the fact that they are multi-platform.

One-week work experience at 22Cans, closely working with its creative director Peter Molyneux; known for the development of games such as: Fable, and more recently Godus.

- I was given programming tasks to complete with increasing complexity involving displaying and modifying data in a performant and appealing way.
- I learnt more about creating performant code that uses a concise structure to accomplish tasks in ever increasing difficulty.
- I have done a talk on some of the ongoing projects I'm working on; this led me to be invited to display a game in production at the Rose Bruford College Symposium in April.
- I enjoyed being pushed to produce more concise efficient code which in turn led me to code at a higher level. I also enjoyed working in a game studio environment.

Achievements and Interests

- At the IBM Blue Fusion event in Hursley Park our team of six won first prize for computer science.
- Creating video games and projects in my spare time. My most successful game can be played on an independent site and is fully functional, I enjoyed giving this 3D game as many features as possible such as a cloud-based score board and a character selection screen as well asa fully fledged settings menu with ability to change resolution, graphics quality, Fullscreen, etc.
- I also enjoy making all the models for the games I make. I've enjoyed learning about methods of keeping the poly count low with normal maps and other methods.

Programs

I primarily use Unity to create games, however, I have experimented with using other game engines such as Unreal engine and Godot. I use Blender to create most of the models for my games, within Blender I can: model, UV unwrap, create normal map, create materials with nodes, rig and animate. I can code in C#, use C++ and have experience with Python.