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## Christopher Hopkins

E-mail: [itfobutaow@gmail.com](mailto:itfobutaow@gmail.com)  
Portfolio: <https://www.chris-hopkins.co.uk/>

### Summary

Established mid-level programmer with 3 years experience in games industry as a programmer, seeking full-time employment. BSc Hons in Games Technology and a former military professional. I am a highly disciplined, punctual, and hard-working individual, aiming to further my career and expand upon my skills.

### Skills

- C++ and Python programming
- Object-Oriented Programming practices
- Wwise Unreal integration
- Unreal Engine
- Gameplay Programming
- Organised

### Work History

#### **Programmer – Lucid Games Ltd** (08/2019 to Present) Liverpool (Remote)

- C++/UE4 gameplay programming
- “Componentless” Wwise Audio Integration, taken on as standard within the company.
- UE4 Tools and automation tasks
- Teamwork and client collaboration
- Minor Wwise skills

### Additional

#### Skills and Projects:

- Unannounced Project (Multiplayer FPS with emphasis on realism)
  - o UE4 Networking
  - o UE4 + Wwise Audio
  - o UE4 Vivox voice communication
- Destruction Allstars (PS5)
  - o UE4 Networking
  - o UE4 + Wwise Audio
    - Vehicle Audio
    - UI Audio
- Unannounced Client, AAA title

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- UE4 + Wwise Audio
    - Open world foliage interaction
    - Audio team automation + tools
    - Vehicle Audio

### **Guardsman in the Welsh Guards** (04/2013 to 09/2016) Pirbright, Surrey

- Infantry soldier.
- Protect the Royal Residences in London, on ceremonial duties.
- Be perfectly presentable and highly disciplined at all times.
- Physical training as part of a team every day in barracks.
- Overseas live-fire and blank-fire training exercises.

#### Additional

I have been on an operational tour of the Falkland Islands and two overseas exercises in Belize, Central America.

#### Education

### **2016-2019, University of the West of England – Bristol**

#### **Games Technology BSc Hons**

1<sup>st</sup> class

#### Additional

Skills/knowledge acquired:

- low-level programming (C++)
- gameplay programming (C#, Unity Engine, Unreal)
- play & games (Motivations of play, Gamification, board game development)
- Advanced Tech (Threaded CPU Ray-tracer, deep-learning w/ python3 and Tensorflow/Keras, DirectX11).
- Creative Tech (Evolutionary Algorithm AI general for RAF training/assessment prototype)
- Audio Visual Production (Video advert produced for fictional future business)

### ***2007, Gorseinon College - Swansea***

#### ***A-levels***

Computing C, Biology C, Business Studies B.

### ***2005 Bishop Vaughan Comprehensive - Swansea***

#### ***GCSEs***

10 GCSEs grade A\*- C

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Including English B, Mathematics B, Chemistry A\*, Biology A, Physics A.