**OLIVER COX**

[Portfolio](https://olivercoxcontact.wixsite.com/portfolio) | olivercox.contact@gmail.com | Cambridge, UK

**WORK EXPERIENCE**

**ANGLIA RUSKIN UNIVERSITY** Cambridge, UK

Academic Lecturer in Computer Games (Programming) Aug 2023 – Jan 2025

* Core teaching regarded software engineering for real-time systems, 3D maths, paradigms and software design patterns.
* Specialty topics covered gameplay programming and complex systems, such as physics engines and symbolic AI.
* Research project supervision pertained to artificial intelligence, UI/UX, accessibility and game feel.
* At the time of hiring, I was among the top 3 youngest full time academics in the UK.

Associate Lecturer Aug 2021 – Dec 2022

* Primarily taught introductions to C# and C++, as well as commercial 3D engines for artists, designers and programmers.
* Designed course content for the new Games Programming BSc, ensuring it met industry requirements according to the accrediting body (TIGA). Later appointed acting head of the Games Programming BSc for this.

**INDEPENDENT CONTRACTOR** Remote

Freelance Software Developer 2019 – Present

* Accepting contract work over several years, ensuring client needs are met while remaining under budget.
* Integrated with existing teams of varied disciplines to coordinate product delivery in a timely fashion.

**FREELANCE WORK** (Non-NDA Only)

**BREWESS (Steam Demo)** March 2023

* Successfully integrated with a team as their sole programmer and game designer to produce an Unreal Engine 5 demo to be ready on Steam for the 2023 London Games Festival.

**LIGHTING PIANO (Mobile Companion App)** May 2022 - Dec 2022

* Hired to revive, refactor and then finalise a stalled piano companion app project alongside another programmer.
* Established a new production timeline under tight budget constraints.

**EDUCATION**

**ANGLIA RUSKIN UNIVERSITY - Cambridge School Of Creative Industries** Cambridge, UK

BSc Computer Gaming Technology Sept 2018 - July 2021

* 1st Class Degree (82%); Salutatorian
* Course Achievement Prize, Student Representative, Student Peer Teacher.
* Relevant Work: Dissertation in Natural Language Processing, Custom Pathfinding AI, Screen Accessibility Research.

**OTHER EXPERIENCE**

**ALBLUNE - The Spirit & The Mouse** Remote

Private Beta Tester May 2022

* Provided detailed and repeatable bug reports; appeared in credits.
* Over 48 hours reported 2 unique bugs and 15+ duplicates. All fixed prior to launch.

**SOUTH CAMBRIDGESHIRE DISTRICT COUNCIL** Cambourne, UK

Work Placement - Junior Master Planner July 2015

* Led a youth team in the production and pitching of a masterplan proposal for a new settlement site.

**ADDITIONAL**

**Technical Skills**: C++, C#, Python, SQL, Trello, Unreal Engine, Unity. Familiar with Photoshop and Maya.

**Certifications & Training:** Post Graduate Certificate in Learning & Teaching (Higher Education)

**Soft Skills:** Presenting, Project Management, Meticulous Organisation, Interpersonal Communication, Highly Adaptable.

**Personal Interests:** Tabletop Games, Design, Vinyl Record Collecting, Indie Development, Competitive Tetris.