

James Furlong

Address: 24 Ranfurly Road, Sutton, Surrey, SM1 3JB

Email: james@jamesfurlong.net

Portfolio: jamesfurlong.net

Phone No: 07792942777

LinkedIn: [linkedin.com/in/james-furlong](https://www.linkedin.com/in/james-furlong)

PROFILE

A second year Computer Game Development student aspiring to achieve first class honours. Excellent creative, technological and analytical skills, acquired through more than two years of relevant experience as a freelancer, as well as previous admin and customer service experience. Committed to being part of the next generation of life changing games and seeking a year long placement to gain further practical experience.

TECHNICAL SKILLS

C++

- Crystal Rings written with OpenGL using Visual Studio.
- Asteroids clone written with OpenGL using Visual Studio.
- Simple Text Adventure 'SythLife' using Visual Studio.

C#

- Gameplay Designer/Programmer 3D scrolling-shooter 'Lightspeed' for Mobile with Unity.
- Gameplay Designer/Programmer 2D scrolling-shooter 'SuperNova' with XNA Framework including Monogame Pipeline in Visual Studio

Java, HTML, CSS, Visual Studio, Monogame, Unreal Engine 4, Unity, Adobe Photoshop, Autodesk Maya, Microsoft Office.

EDUCATION

BSc (HONS) COMPUTER GAMES DEVELOPMENT

Sept 2016 – June 2020

UNIVERSITY OF WESTMINSTER, LONDON

FIRST YEAR MODULES:

- Programming Principles (C#, Java)
- Maths for Games Development
- Computer Systems Fundamentals
- 3D Graphics Programming (C++)
- Games Group Project 1 (C#)
- Web Design and Development (HTML, CSS, JavaScript)
- Achieved a 1st for first year.

SECOND YEAR MODULES:

- Object Oriented Programming (C++)
- Applied Maths and Physics (C++)
- 3D Graphics Programming (C++)
- Games Group Project 2 (C++)
- Game Engine Architecture (C++)
- Algorithms and Complexity (C++)

ACCESS TO HIGHER EDUCATION: COMPUTING (PASSED)

Sept 2015 – June 2016

KINGSTON COLLEGE, SURREY

MODULES:

- Extended Research Project
- Programming (BASIC)
- Networking
- Web Design
- Study Skills
- Computing
- Databases
- Mathematics

RICHARD CHALLONER RC SCHOOL – GCSEs, SURREY

Sept 2000 – June 2005

- 7 B-C including English, Maths and Science.

RELEVANT WORK EXPERIENCE

FREELANCE SENIOR STAFF WRITER/SOCIAL MEDIA EDITOR

Oct 2013 - Jan 2016

GAMEGRIN.COM, DERBY

- Guided social media engagement whilst attaining highest clickthrough rate for site within two weeks of taking on responsibility.
- Led coverage of large publisher and industry events including abroad:
 - Gamescom 2015, Cologne, Germany.
 - Darks Souls 2 Preview Bandi Namco Event London,
 - Wolfenstein: The New Order private preview event, London.
 - Nintendo Post E3 2015 press event, London.
- Maintained an extremely high level of written and spoken English in article, preview, interview and review writing/publishing.

OTHER WORK EXPERIENCE

STUDENT AMBASSADOR

Sept 2016 -May 2017

UNIVERSITY OF WESTMINSTER, LONDON

- Implemented a feedback survey system that was used to collate data from students on important issues.
- Collaborated with course leader and fellow ambassador to influence change after issues were raised about a module.

ADMINISTRATOR (TEMP)

Jun 2015 -Jul 2015

SOUTH EAST COAST AMBULANCE SERVICE, SURREY

- Assigned the task of clearing backlog of data entry and organising records.
- Attended CPR course and attained pedestrian level understanding of keeping people breathing in an emergency.

RECEPTIONIST/ADMINISTRATOR (FULL-TIME)

Jun 2013 -Apr 2015

FACCINI HOUSE SURGERY, SURREY

- Maintained the community ultra-sound service in a team of two other administrators at hospital quality, freeing up important resources for local hospital.
- Scheduled public and private appointments whilst maintaining a professional and friendly demeanour.

SENIOR SALES ADVISOR CAFÉ/MENSWEAR (FULL-TIME)

Sept 2006 -Jan 2013

DEBENHAMS WIMBLEDON, LONDON

- Designated store till key holder and responsible for signing off on cash takes daily.
- Maintained stock and delegated tasks daily as well as producing rotas for all staff.

INTERESTS AND OTHER SKILLS

- **Games** – Strive to stay on top of the events in the industry and current market trends in design and delivery. Games are an integral part of my lifestyle, both in terms of recreation and creativity. A fan of shooters and RPGs and all games that create a sense of deep investment or attainability of skill over time. My favourite games are Fallout 3 and Fable 2.
- **Edge Magazine** – A keen advocate for printed games media as the culture of reporting is not one of clickbait and sensationalism. Every month the informative articles and interviews with industry persons both entertains and educates, whilst allowing for an understanding of industry issues from different perspectives.
- **Drums** – Keen musician with the band GHSTPRTY for two years. Drummer since the age of sixteen. Enjoy the creativity and freedom the drums provide. Requires perseverance and dexterity. Always learning.
- **Sci-Fi** – Enjoy any story that unfolds in a sci-fi setting. Huge fan of Blade Runner and Alien. Grounded stories that ask interesting new questions are my favourite movies and books.
- **Treasurer of Games Society** – Responsible for funding of outside events arranged by society.

REFERENCES

- Available on request