

Peter Black

Portfolio
www.pete.black

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Personal statement

I am a university student with a passion for making games. I would like to develop my knowledge and face new challenges with a job in games development. I am currently completing my Honours year in Computer Games Technology at Abertay University.

In my spare time I am part of Wrench Games with fellow students from a range of allied disciplines. Together we have produced a number of prototype games. More information can be found on our website www.wrenchgames.co.uk.

Skills

Languages	C++, Java, HTML/CSS , HLSL, AS3, GML, Python
Software/Tools	Visual Studio, Git, Unreal Engine 4 , GameMaker, Android Studio, PureData
Misc.	DirectX 11, OpenGL, SFML, Box2D, PS Vita, GBA, Photoshop

Education

Abertay University	BSc(Hons). Computer Games Technology	September 2013 - Present
Other	3 A-Levels, 9 GCSE's	

Projects More information and projects are available on my portfolio www.pete.black

Honours Project: Real-time Procedural Destruction

Unreal Engine 4, C++

January 2017 – Present

[More Info](#)

- Research and implementation of real-time customisable procedural destruction on static meshes in Unreal Engine 4.
- Destruction can imitate glass, stone and wood through variables and supports infinite* destruction of chunk pieces.

Augmented Reality Racing Game

PS Vita, C++

November 2016

[More Info](#)

- This game uses card-based AR to create a dynamic track for two cars to race around.

Procedural Terrain Generation

DirectX 11, HLSL, C++

May 2016

[More Info](#)

- Procedural terrain created using two techniques, simplex noise and faulting.
- Terrain generated in shaders, also features many post-processing shaders.

Game Jam: Rails to Rest

SFML, C++

September 2016

[More Info](#)

- Game Jam entry to [RainbowJam16](#) with a small team; game built from scratch in 5 days, features character creator and dialog system.
- This game came 13th out of 30 and was mentioned in a list of favourites by one judge.

Employment History

Dundee University Student Association

Bar Staff

January 2015 – Present

Responsibilities Customer Interaction, Serving, Stocking, Cleaning.

Hobbies & Interests

I enjoy keeping fit and I'm currently a competing member of my university swimming team. I have been a member of the Scouts Association since childhood and have completed the Explorer Belt and the Duke of Edinburgh Gold Award. I am also an avid gamer and enjoy playing a wide variety of games.

References are available upon request