
MATTHEW WATSON

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Portfolio: www.matthew-watson.co.uk

PERSONAL PROFILE

A fourth year undergraduate Computer Scientist studying at The University of Warwick. I have experience working on projects of different team sizes in multiple languages. In my spare time I develop video games and attend talks by the university's game development society. I have developed games for short-scale game jams, which required good time management. I serve as the librarian of the magic society and have an active role in running teaching sessions.

EDUCATION

MEng Computer Science, University of Warwick (2016-Present)

First year - 1st, Second year – 2:1, Third year – 2:1

A-Levels – Emmbrook Sixth Form (2014-2016)

A* – Maths, A – Further Maths, A – Computing, B – Physics, B – German (AS)

GCSEs – Emmbrook Secondary School (2009-2014)

2 A*s, 9 As, 3 Bs

EMPLOYMENT HISTORY

Aurum Solutions – Junior Programmer – Summer Internship – Reading (July 2018-September 2018)

Assisted with the development of the next version of the company's flagship reconciliation software. This version rewrote the software into C# and C++ for better performance. My main responsibilities were adding new functionality and fixing reported bugs. The software interfaces with data files and performs efficient transitions on the loaded data. Working in a small team encompassing all aspects of running a company gave me valuable experience of the operation of software companies.

Explore Learning – Tutor – Winnersh (October 2015-May 2016)

Provided additional tutoring in maths and English for students aged 4 to 14.

TECHNICAL SKILLS

Languages: C#, C++, Java, XML, C, Lua, Python, SQL, PHP, HTML, CSS, Bash Scripting, Visual Basic

Software and IDEs: Microsoft Office, OpenOffice, LibreOffice, LaTeX, Eclipse, IntelliJ, Microsoft Visual Studio

Operating Systems: Windows 7, Windows 10, Linux/UNIX

Game Engines: Unity, Godot, PICO-8

PROJECTS

Details about my various game projects are available at my portfolio, at www.matthew-watson.co.uk.

Methods of Education via Video Games – C#/Unity (University of Warwick, Fourth Year)

For this research project, our team of six aim to investigate the effectiveness of using video games for education. We are presently developing a bespoke game in Unity which aims to help teach computer science topics at a level appropriate for Key Stage 3 students. After development concludes this game will be played by students and results will be gathered and analysed. My role in the team is primarily a developer, implementing the games detailed on game design documents produced earlier in the project's lifecycle.

Computer Graphics Project – C++ (University of Warwick, Third Year)

This project involved writing a game in C++ and OpenGL. I implemented a first-person maze game using OpenGL rendering techniques. Additionally, I embellished my project with features such as an overhead map and collectable items.

Financial Advisor Chatbot – Python (University of Warwick, Second Year)

A project sponsored by Deutsche Bank. Working in a team of six, our aim was to create a chatbot capable of providing statistics from the FTSE 100 index, responding to queries written in natural language. We also added the ability to retrieve news stories from a specified time period to improve our project. After our presentations, Deutsche Bank rated our project 2nd in the year, praising the sentiment analysis we applied to news articles.

Robot Maze – Java (University of Warwick, First Year)

A simulation of a robot in a randomly generated maze was provided, with the goal of writing code to make the robot find the exit. My solution to this problem was awarded third place in the year.