Charlie Evans

Gameplay Programmer

👤 Profile

A highly motivated game programmer with a strong desire to create clean and modular code. Experienced operating in a range of solo and team-based projects both inside and outside of university. Particularly adept at projects that involve creating interesting AI behaviour and tools.

💼 Work Experience

Food Retail Customer Team Member at The Co-op

January 2025 - Present

Developed stronger teamwork, communication, and adaptability skills in a fast-paced, high stress environment.

Volunteer Mentor at DigiLocal

March 2023 - July 2023

Volunteered in my local community, supporting young people with their problem-solving skills and developing their resilience.

🎓 Education

University of The West of England Bristol - PgDip Commercial Games Development

2022 – 2024

Graduated with a Postgraduate Diploma (PGD) with Merit

University of The West of England Bristol - BSc(Hons) Games Technology

2018 – 2022

Graduated with a 2:1
Dean's Exemplary Academic Achievement List 2019/20

Backwell School Sixth Form - A-Levels

2016 – 2018

Product Design, Computing, Geography

Backwell School - GCSEs

2011 – 2016

9 GCSEs including Computer Science, English, and Maths.

★ Project Highlights

Bachelor's Thesis - [Rule-based Director Ai](#)
Client Project - [Drone Interception](#)
University Cohort Project - [Kojima Wars](#)
Hobby Project - [Starfleet Command](#)

✉ Contact

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📍 Social Profiles

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☰ Skills

Programming Languages
C++
C#
Python

Engines & Libraries
Unity
Unreal
SFML

IDEs
Rider
CLion
Visual Studio

Project Management
Git Issues
Trello
Slack
ClickUp

Misc
Git
VCS
HTML & CSS

🎮 Hobbies & Interests

Programming
Video games completionist
Music & podcasts
Reading
Fitness

🔗 References

References and code samples available upon request.