

# HARRY VALLANCE

## GAMEPLAY / TOOLS PROGRAMMER

<https://www.harryvallance.com/>

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### 01 PROFILE

Highly motivated and dedicated gameplay and tools programmer with strong technical skills and a passion for creating immersive gaming experiences. Knowledge of C++, C# and Unity, with experience in game development, programming and project management. Strong analytical and problem-solving skills with an eye for detail and a commitment to producing high quality work. I am looking for a challenging role in the games industry where I can use my skills and further develop my knowledge and experience.

### 02 TECHNICAL SKILLS

#### LANGUAGES

- C#
- Python
- C++

#### ENGINES / FRAMEWORKS

- Unity
- Unreal Engine
- WPF

#### TOOLS

- Git
- GitHub
- Plastic SCM
- Trello
- Rider IDE
- Adobe Photoshop

#### GENERAL SKILLS

- Team player
- Strong Communicator
- Problem solving
- Organization

### 03 EDUCATION

#### GOLDSMITHS COLLEGE, UNIVERSITY OF LONDON (2020 - 2024)

Computer Games (Programming)  
(2023 - 2024)

**MSc - Pass with Distinction**

Recent Modules

Mathematics for Games and V/AR - Created an L-System renderer using Windows Presentation Foundation (WPF). Worked with a peer to compare procedural terrain generation methods, worked on Fast Fourier Transform Filtering.

Games Programming  
(2020 - 2023)

**BSc (Hons) First Class**

#### USP COLLEGE (2018 - 2020)

Games Development (Creative  
Digital Media)

**Level 3 UAL Extended Diploma - Distinction**

## GREENSWARD ACADEMY (2013 – 2018)

9 GCSEs (7 – 4)

IFS Level 2 in Personal Finance (Grade B)

## 04 EMPLOYMENT

### South Essex College, Essex

Summer Enrolment Assistant

Seasonal Position, Summers of  
2021, 2022, 2023

- Demonstrated dedication and commitment to administrative excellence.
- Actively engaged in all aspects of the enrolment process, providing excellent customer service.
- Produced ID cards and handled a wide range of student inquiries.
- Showcased ability to multitask and solve daily challenges.
- Organized and maintained sensitive enrolment records, reflecting attention to detail and respect for confidentiality.
- Developed skills in customer interaction, technical proficiency, and administrative management.
- Evolved into a reliable and versatile team member during tenure.

### Freelance

Generalist Programmer

2024 – Present

- Working on a simulation using large language models (LLMs) to control the simulation
- Developing simulation logic within Unity using C#
- Implementing OpenAI's APIs for use within the simulation

## 05 EXTRA CURRICULA ACTIVITIES

- Developing "Matching Stones", a match 3 style game, for mobile with the aim to publish onto the Google Play Store by the end of Q3 2025.
- Developing "Starport Control", a traffic control simulation, for mobile with the aim to publish onto the Google Play Store by the end of Q1 2026.
- Participated in Advent of Code 2021/22/23/24 which has helped me to improve my problem-solving skills and was a lot of fun.
- Volunteered at Develop:Brighton in 2022, 2023, 2024 and 2025

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REFERENCES AVAILABLE ON REQUEST