# Adam Shrimpton
## Programmer

UK based game programmer with an interest in creating Artificial Intelligence, multiplayer mechanics and gameplay systems. I am willing to relocate for work

## Projects

### Dungeon Cook – *Collaborative Game Development 2025*

A Fast-paced cooking game blending fighting and dish crafting to create meals for customers. For the duration of this project, I was the Producer, animator and a programmer. Main contributions include weekly meetings, interaction & food systems, AI, beast & character animations.

### The Other Side – *Snappy Gurus Game Jam 2024*

Chaotic ship management game created in 10 days as part of the snappy guru's summer jam, for this project I was the Lead Programmer, and my main contributions were the puzzle and interaction systems.

### Quiet Quota – *Collaborative Game Development 2024*

Hide, Sneak and Steal the king's treasure using various tools purchased from the vender outside the castle. This project I was a programmer, Contributions include Camera Systems, Sprite Manager, Loot Systems, Level Streaming.

## Professional Experience

June – July 2025
### Programmer – *Oatcake Interactive*
In this role I will be working with a team of up to 30 other people to create a game over the duration of the 6 weeks. *I am yet to start this role.*

November 2024 – June 2025
### Student Demonstrator - *University of Staffordshire*
A paid role assisting Students with Unreal Engine blueprinting and High-Level programming languages (C#, C++) to fix problems. I was approached for this role based on previous merit and competencies displayed throughout my work.

June – July 2024
### Lead Programmer - *University of Staffordshire 1UP Scheme*
Technical lead for the TIGA award winning game 'Mech Head,' In this role I was responsible for managing a GitHub of ~30 contributors over the course of 6 weeks, leading the programming team. My main contributions to the project included programming the core mechanics and game loop.

## Achievements

- Games Design & Programming Course Rep - 3 Years
- Game Department Representative
- Scouting – 11 Years
- Game Development Society - Sub Committee

## Contact Me

Email: adamshrimpton04@outlook.com
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Portfolio: https://adamshrimpton.com

## Skills

- C++ & C#
- Unreal Engine & Unity
- GitHub Management
- Leadership & Team Management
- Communication
- Flexibility
- HTML & CSS
- Blender

## Education

2022-2025
**BSc Games Design & Programming - First with Honours**
University of Staffordshire
- TIGA Games Accreditation
- Epic Games Sponsored Labs
- UK's #1 Game Institute

2022
**Lowestoft Sixth Form College**

ICT & Games Production