

Henry Tribble

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Education

SAE Institute - BSc (Hons) Games Programming (predicted first).....September 2020-August 2022
Relevant modules: Graphics & Shader Programming for Games, Network Programming & Tool Development, Applied Mathematics & Environment Programming, Foundation of Game Design & Game Production.

Alton College - BTEC National Extended Diploma in Information TechnologySeptember 2018-June 2019
Achieved top marks in all modules; final grade of Triple Distinction Star.

Frensham Heights School.....September 2012-June 2017
Achieved a 6 in GCSE Mathematics, 5 in GCSE English Language and 7 other GCSEs (grades B to D). Achieved a Pass in Functional Skills Qualification in Information and Communication Technology Level 2.

Employment And Experience

Game Development Teacher.....August 2021-Current
The Screen Film Community - London, U.K.

- Teach a mixed age group of ~20 teenagers about how to make a game. Initially, no prior knowledge was assumed, but the difficulty has since increased as students progressed.
- Involved in the organisational aspect of these classes and in charge of preparing lesson plans.

Game Development Intern.....September 2020-September 2021
Digital Influx - London, U.K. (held virtually)

- Was involved in the entire process of creating a game, from taking the initial specification to designing, creating, testing and eventually releasing the game.
- Collaborated with other departments to ensure the assets were implemented up to standard.

Game Development Intern.....March-April 2020
Humanitarian Operations - London, U.K.

- Worked on particle systems and led a team to work on lighting and environment.

Game Development Work Experience.....August 2019
22Cans - Guildford, U.K.

- Participated in a week-long work experience placement under Peter Molyneux.
- Improved my programming skills in Unity and learned how to deal with datasets.

Achievements and Skills

- 2020: Fusion Arts Oxford, One Button Game Jam, Brackeys Game Jam, Global Game Jam
- 2019: Global Game Jam
- Our team won first place in the IBM Blue Fusion Competition for Computer Science
- Proficient in: Blender (modelling, texturing, rigging & animation), Unity, Unreal, OpenGL
- Coding languages: C#, C++, GLSL

Hobbies And Interests

- Playing games and analysing micro details.
- Always in the middle of one or more projects including creating games from scratch.
- Enjoy going above and beyond for my students, including mentoring.
- Sci-Fi and Fantasy fan; some of my games have even been inspired by them, such as Daleks being placeholders for enemies. Similarly, Star Wars has inspired some of my space-oriented games.
- Enjoy travelling and riding my motorcycle to new places. Have already travelled independently to over 10 countries in the past decade and hope to continue exploring once the pandemic is over.