

Isaac Dexter

BSc (Hons) Games Programming Student, Level 6

PERSONAL STATEMENT

I'm a games programmer with an interest in graphics. I came from a strong mathematical background and I like to think this reflects in my work. I'm familiar with both low-level and high-level graphics APIs. I take part in game jams and personal projects to help expand my skills.

RECENT PROJECTS

EMTE - <https://github.com/IsaacDexter/EMTE>

EMTE, or Euclidean Manifold Topology Engine, a toolset and renderer constructed in **DirectX 12**. The toolset focuses on providing an easy-to-use system for implementing impossible spaces in games: a niche that remains unfilled in commercial engines. D3D12 proves a difficult but rewarding challenge.

LLPO - <https://github.com/IsaacDexter/LLPO>

Low Level Platform Optimization, a project centred around optimising a physics framework. Also involved a PS4 port of the same framework. Optimizations revolved around **memory management** and **asynchronous multithreading**.

Scream Jam 2023 - <https://bonitaworalert.itch.io/tp>

TP, a short Unity horror game made in 1 week for Scream Jam 2023 as part of a group of three. I worked as a gameplay programmer, predominantly working on UI, Level Design, Hazards and Enemies. Due to the small nature of the jam, I filled many roles within the team.

EDUCATION

Staffordshire University, Stoke-on-Trent — *BSc (Hons) Games Programming*

SEPTEMBER 2021 - PRESENT

Level 6 Games Programming student on a TIGA accredited course tailored towards building industry standard skills and practices.

The Corsham School, Corsham — *A-Level*

SEPTEMBER 2019 - AUGUST 2021

A*, A*, A in Computer Science, Mathematics, and Further Mathematics

PORTFOLIO

Portfolio Website — <https://isaacdexter.github.io>

My Portfolio Website, showcasing a variety of projects as well as linking to my full GitHub portfolio.

ABOUT ME

I love falconry and animals. I climb frequently and greatly appreciate the supportive environment and dedication amongst the community. I also love music, and play the drums.

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SKILLS

- C++
- DirectX 12
- Mathematics
- DirectX 11
- OpenGL
- Unreal Engine 4/5
- Unity
- C#

AWARDS

DofE Bronze Award

JUNE 2017

Duke of Edinburgh's award, featuring a 6 month skills section on work in UE4

SMF Virtual Work Placement - Digital Sector

JULY 2021

Digital Internship opportunity provided by the Social Mobility Foundation

VOLUNTEERING

Kingsley Bird & Falconry Centre, Kingsley Moor — *Volunteer*

JANUARY 2023 - MARCH 2023
On-site animal care/feeding duties; landscaping; and maintenance in a small team

Atworth Youth Club,

Atworth — *Volunteer*

JANUARY 2016 - SEPTEMBER 2019

Working with children & activity organisation