Daniel Filby

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https://danielfilby.wixsite.com/portfolio

I am a third-year game programming undergraduate with specialisms in engine and graphics. Currently preparing a dissertation, comparing the performance between rendering methods of a fluid-dynamic smoke simulation, in my own proprietary C++ & OpenGl engine. In addition, I am part of a five-person team developing a casual action-adventure game, in which my contributions and work ethic have been highly commended, and the game itself considered market viable. Beyond my university work, I enjoy developing various personal projects and competing in game jams. Notable highlights include a C++ flight simulator, and being selected twice as a finalist for grads in games' national programming competition.

Skills

Programming languages: C++, C#, GLSL, R, Python

Software: Unity, Unreal, Git

Education

Falmouth University (2020 – 2023)

BSc (Hons) Computing for games. Predicted 1st

Modules included a yearlong team game development project and a solo dissertation.

Suffolk One (2018 - 2020)

A-Levels: Maths, Computer Science, Physics. A*, B, B

Activities and Achievements

- Two-time finalist in a national game development competition
- CREST GOLD STEM award for a group science project

Hobbies and