Rory Clark

https://rory.games

me@rory.games

Post Graduate Researcher (EngD) at
Bournemouth University Centre for Digital Entertainment (CDE)

I am relentlessly improving and educating my programming knowledge and theory, pushing further so I can excel and support both myself and my peers. I have an extensive history in web, games, and software programming languages and system development ranging from websites and mobile devices to games engines and VR simulations and experiences. I'm deeply interested in the worlds of VR and AI, how both can be utilised for benefit, along with the experiences they can provide.

Education

Bournemouth University - Doctorate of Digital Media EngD
2017 to present

Four year EngD course focusing on the research and usage of Virtual Reality and AI. Currently undertaking first year MRes units, and associated workshops.

Bournemouth University - Games Programming BSc (Hons)
2014 to 2017

Grade of 1:1 - Achieved 1st for Dissertation
Software Programming (C++), Graphics Programming (C++, OpenGL, OpenCL), Mobile Games Programming (Unity, C#), Game Engine Programming (C++, OpenGL) Project (Unity, Virtual Reality/HTC Vive), AI Programming (C++)

Bournemouth & Poole College - Web & Games Dev. BTEC Lvl.3
2012 to 2014

Grade of D*D*D*
Object Oriented Programming, Event Driven Programming, 3D Modelling (3DSMax), Maths, Game Design

Skills

C++
3 years
Games Engines, Libraries, OpenGL, OpenCL

C#
3 years
Unity, Windows Forms, Networking

Unity
2 years
C#, Shaders, Editor Utilities, VR, Mobile

Web
10+ years
PHP, HTML5, JS, CSS, MySQL, AppEngine

Employment

B&Q - Stockroom & Orders
2013 to 2017
Part-time Job
Involves using SAP and RF systems for orders.

Garmin Europe - 1ˢᵗ Line Internal IT Support
2012
3 Month Placement
Involved using a ticket based internal support system, using systems such as; SQL Server Management Windows Active Directory, Microsoft Exchange, Microsoft Sharepoint, Blackberry Enterprise Server and Avaya Phone Site Administration. Managed a number of internal system changes and upgrades.

Interests

I have a strong interest in video games and the ecosystems surrounding them, the engrossing part is often how they keep you hooked, and how they inspire and enthral people to keep staying connected even when they're not playing. Modding and tinkering with games has been a constant key interest for several years.
In my spare time I enjoy designing and creating video games and experiences, currently developing my own PC game within Unity. I've created several larger projects that encompass key findings on how a user interacts, and how to ensure consistent UX throughout.
Websites and internet based projects have often been a personal time sink with largest project, a full scale community modding site, receiving over 4 million views per annum.

When out and about I enjoy hiking and have been to multiple countries across the world such as; Ecuador, America, Switzerland, Italy, Wales, France and multiple regions across the UK.
Cycling is my go to sport and will pick the bike rather than walking or the bus wherever possible. I've mountain biked around several parts of the UK such as Northumberland and the Lake District.

References

Feng Tian
Academic Supervisor
ftian@bournemouth.ac.uk

Sylvianne Lambert-Hutchinson
Former Lecturer
slambert@bpc.ac.uk

Have Any Questions?

Send me an email, I'll be sure to respond swiftly.
me@rory.games