

Reece Gardener

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Personal Statement

I am a hardworking, positive person. I do well in a busy environment and try to do the job to the best of my abilities.

I was a cadet in the Air Training Corps (ATC) during high school. Being a cadet offered me plenty of opportunities such as flying, field craft and being in parades. In the Air Training Corps, we got to help at community events and organised coffee mornings for the community. During my time in the ATC, I went to a camp at RAF Lossiemouth which helped me to develop my skills. I left the Air Training Corps with good memories.

When I was doing my computer games development course, we were tasked with making a movie script and after we finished our script we presented to the class and got people to say the strengths and weaknesses of the script which taught me how to work in a team and be confident.

Education

Abertay University, Dundee (2021-2024)

BA (Hons) Game Design and Production (2021 - 2024)

Fife College, Glenrothes Campus (2018-2021)

NC Computer Games: Creative Development (and Animation) SCQF Level 6 (2019, Passed)

HND Digital Design and Development (Games) SCQF Level 8 (2021, Passed)

Fife College, Dunfermline Campus (2017-2018)

NC Computer Games Development SCQF Level 5 (2018, Passed)

Bell Baxter High School, Cupar (2012-2017)

National 5 Computing Science (D)

6 National 4 English, Lifeskills Mathematics, Graphic Communication, Chemistry, Physics, Business

Work Experience

Red Rock Agency (Kettle Produce Ltd) Agency Employee October 2018 – March 2019

I was working in different parts of the factory, individually and as part of a team. The times I was working individually was when I was preparing the vegetables for the orders at the Prep

stations. I was working in a group when I was making the orders and packing the orders into the trays and onto the pallets.

Skills

Unity

I have been using Unity since 2015. At first, I used it when I wasn't in high school but when I went to college and university, I learned how to use Unity professionally. I have experience in using C# for programming.

Unreal Engine

Unreal Engine was the second I learned. Similar to Unity I started using it when I wasn't in high school but when I went to college and university.

Jira

During the Game Design & Production course We used Jira during the professional project module to keep us on track. I have been learning more about Jira in my own time.

Solving Problems

My NC courses involved finding a way to program the games and when there was an error in the code, we had to find a way to solve the error.

Time Management

When I was at the camp with the ATC, I had to wake up early and report to the staff at a certain time. This meant that I had to learn how to manage my time, so I was not late and did not get in trouble by the staff. I have also had to manage my time during my courses as well since I have to make sure I hand in my assessments on time.

Teamwork

When I was in the Air Training Corps, we did field craft. The objective of field craft was as a team we needed to get to the finishing point without being caught by the staff. Our team worked together to discuss which routes we should take, and we worked together by ensuring that each team member stayed as part of the group, and no one was left behind.

Achievements

Computing Award - Bell Baxter High School, June 2015

Passing my NC courses