

Sock Pope

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EDUCATION

BSc (Hons) Computer Games Design, University of Staffordshire

SKILLS -

- Languages: C++, C#, UE5 Blueprint
- Game Engines: Unity, Unreal
- Other Tools: Github, Figma

PROJECTS - Keep work relevant and bullet individual contributions

MechHead, Oatcakes Interactive, University of Staffordshire

June 2025 – July 2025

- Created systems in UE5 to aid with user testing and debugging
- Implemented Objective systems in collaboration with designers and technical leads
- Implemented Doors

Experience - Detailed descriptions of each responsibility

1UP Developer, Oatcakes Interactive, Stoke-on-Trent

June 2025 – July 2025

- Communicated technical and design specifications across disciplines, ensuring systems were built for purpose
- Collaborated within a team of multiple disciplines in an agile environment, using daily scrums and tools as Github, miro and figma

Student Demonstrator, University of Staffordshire, Stoke on Trent

December 2025

Worked with students to help fix problems within their projects

Extracurricular activities -

Game Development Society – Wellbeing and Inclusion Officer

September 2025

- Collaborated across societies, working together to provide exciting experiences for members
- Provided weekly sessions where members were supported with their academic work.
- Hosted game jams for members.

INTERESTS

Webcore Aesthetics, Monkeys, Puns, Games, Purple

References available on request