

Markeen Rice-Wallace

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Personal Profile

I am currently employed as a Data Analyst/Technical Consultant Tester for CGI. I am a Graduate from Kingston University in London, UK with a 2:1 in Games Technology, BSc(Hons). I feel my knowledge and experience of diverse programming languages, software development and testing, I would be of an asset to a team. I am passionate and dedicated to the design and development. As you can see from my body of work, my strengths lie in C++, C# and Java. I also have experience in JavaScript, C, Binary Conversion, Assembly Language, Actionscript 3.0, Unity Engine, Sony SDK, XNA Development, HTML5, JQuery, Unreal Engine, LUA Scripting, Java Script, Mobile App Development, OpenGL and Python.

Current Employment

2013 – Current. Data Analyst/Technical Consultant – I have two years of experience working in CGI. During my time there I have worked at multiple roles giving me experience of all areas of the development cycle. As part of the setup of an installation I was tasked to setup the initial network domain in France. My role was primarily based as a System and Element Integration tester, with a focus on compliance testing. I worked as a member of a six man team, creating and running test scripts, while also setting up and configuring systems. I have used test software such as Mantis and have MOD Second Level Security clearance, as required for my work on the Galileo project, commissioned by the European Space Agency. <http://www.cgi-group.co.uk/public-sector/space>

Past Employment

2013 – 2014: Compliance Tester for Black Apple Solutions – Working for Black Apple Solutions, I was tasked as Compliance Tester, specifically for the Xbox One. During my time there I worked on Assassins Creed: Black Flag and Watchdogs. I was tasked with examining the test cases provided by Microsoft and making sure they did not break the device requirements. <http://www.blackapple-solutions.com/>

2012 - 2014: QA Tester for VMC Games Labs – I have over a years of working experience as QA Tester employed by VMC Games Labs to test and analyse games. My QA activities were multiplayer and stress testing. During my time with VMC I have tested the Assassins Creed 3 and Far Cry 3 multiplayer. My role was to test the games capabilities and report any bugs or occurrences to the test lead. <http://www.vmcgamelabs.com/>

Projects developed

2011: Catapult of Doom – Taking two months of development, this C++ game was created using a university provided game engine. The objective is to use a catapult to hit a target beyond a randomly generated wall in as short as time as possible. Player chooses the amount of power and angle of launch boulder, using the mouse and the space bar. It includes the principles of gravity and trigonometry in its design.

2010: Prism Destroyer – Created using the Flash8 software program. Player controls a single prism that moves across the screen while attempting to attack several different types of enemy. The game follows an arcade style format where the player destroys enemies to achieve a high score. Player controls the prism through using the arrow keys and shooting through the space bar. It features a user interface, provides levels of challenge and engaging style of play.

Programming Skills

- Experience of multiple programming languages including C++, C, C#, Java, Binary Conversion, Assembly Language, Actionscript 3.0, Unity Engine, Sony SDK, XNA Development, HTML, Unreal Engine, LUA Scripting, Java Script, Mobile App Development, OpenGL and Python.
- GCSE ECDL (European Computer Driving Licence) qualification.
- Skilled in Programming and Networking.
- <http://www.markeenrw.com>

2010 – 2013: Kingston University - Games Technology BCs (Hons), 3 year course – 2:1

- Year 1: During Year 1 I learned the fundamental basics of physics and games programming.
- Year 2: During Year 2 I learned more about the technologies behind the creation of games and some of the design methodologies, such as Agile Development.
- Year 3: During Year 3 I developed a project that demonstrated my ability as a designer and a programmer. I also developed another project, with the aim of following a business strategy from creation to deployment.

2003 – 2010: More House School, Farnham, Surrey

A-Level's achieved:

- English Literature
- Media Studies
- AS Level Performing Arts
- AS Level ICT
- Extended project "David Gemmell, Shakespeare, Greek Tragedies".

GCSE's achieved including:

- Higher English Literature
- Higher English Poetry
- Higher Maths
- Foundation Science Chemistry, Physics and Biology, Module One.
- Foundation Science Chemistry, Physics and Biology, Module Two.

Hobbies and Interests

- Computer and video design and gaming.
- Software Development.
- Film Development from storyboard to completion.
- Engineering.
- Member of the annual Na Mo Wrimo competition.
- Rugby, Boxing.
- Driving.

References

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