Warwick New

Professional Profile

Email: warwick.l.e.new@gmail.com
Phone number: 07445 728 181

A project driven Full-Stack Web-Developer with an academic background in Computing for Games (BSc hons) and Entrepreneurship (MA). Great prowess and interest in working and learning both high level and low level programming languages and APIs. Good first hand knowledge of working within and managing scrum/agile in small multidisciplinary teams.

Core Skills

Full stack Web Development

- JavaScript
- React
- AWS ECS/ECR,
- Janus audio-bridge
- Node
- Terraform
- Docker
- Linux

Games - Within Engine

- Unreal Engine 4
- C++
- Blueprints
- AI Behaviour trees

Games - Without Engine

- C++
- OpenGL (GLSL)
- SDL
- Python

Markup Languages & Version Control

- Git
- LaTeX
- Markdown
- Org
- Scrum/Agile

Career Summary

2019-Present	**Co-Founder and Full Stack Web Developer** *Ramble Media LTD* Wrote and maintained a live audio broadcasting website with a talented co-founder in the hopes of disrupting the podcast industry. We hoped to achieve this by creating the ability for pod-casters to host call shows. Unfortunately our first to market advantage was taken by several pre-existing podcasting apps and services with larger and more efficient development teams.
2013-2015	**Waiter** *Bayleaf Indian Resturant* This work placement is only mentioned as it was where I initially developed some of my initial soft skills before entering higher education.

Education and Qualifications

2018-2019	**MA Entrepreneurship - Launchpad Program** *Falmouth University* In this program I helped research the market surrounding a software product I then helped create, in and attempt to disrupt the podcasting industry. See **Career Summary - Co-Founder and Full Stack Web Developer** for more information.
2015-2018	**BSc (Hons) Computing for Games** *Falmouth University* During this degree I not only developed all of the language skills based on video game production, but also because of the coursework based structure of the program worked in several multi-disciplinary teams. The most successful project was even made as part of the first company I hoped to become a part of under the name Monq https://d-tail-entertainment.itch.io/monq. But I found that the most interesting part of the course for me was creating my own graphics engine to display and allow one to traverse a simple procedurally generated landscape.

Hobbies and Interests

In my free time I am six months into the process of learning Japanese as a second language though it is not at a level where I feel comfortable putting it as a professional skill at this current time.