

Charles Iroegbu

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Introduction

C++ software developer with five years of software development experience with an Msc in Games Engineering.

Technologies

Languages: C++, C, Java, Python, C#, Lua,

Game Engines & Frameworks: Unreal Engine, Unity, Qt, GameMaker, Godot, PyTorch, MATLAB

Graphics: DirectX, OpenCV, OpenGL

Software Development Principles: Object Oriented Programming(OOP), Functional Programming, Unit Testing, Version Control(Git, SVN), CI/CD, Machine Learning, Multi-threading and Concurrency, Data Structure and Algorithm

Quick Guide

- Motivated Developer.
- Amazing Bass player and an even better Footballer.

Education

University of Warwick, MSc. Games Engineering 2024 – 2025

- **Coursework:** Computer Advanced Computer Graphics, Games Engineering, Games Engine Design

University of Lagos, BSc. Electrical and Electronics Engineering 2015 – May 2021

- **Coursework:** Power Electronics, Computer Graphics, Computer Programming, High Power Engineering, Electronics Circuits

Udacity, C++ Nanodegree 2020

- **Coursework:** Object Oriented Programming, Memory management, Multi threading

Experience

Gameplay Programmer, Bitrate Games – Remote Nov 2023 – Present

- Working directly with artists and designers to create gameplay ideas
- Collaborated with a cross-disciplinary team to build amazing new technology for Roswell's Journey
- Translated game concepts into functional gameplay systems

C++ Developer, A.U.G Signals Ltd – Ontario, Canada Nov 2020 – Dec 2023

- Implemented different image analytics operations for satellite images, including Range Doppler Terrain correction(RDTC) for multiple satellites RADARSAT, TERRA SAR and ICEYE.
- Implemented algorithms using C++ Libraries such as GDAL, OpenCV and Armadillo for image operations.
- Contributed to benchmark testing for different Math Libraries to evaluate the best option for matrix operations.
- Ported the backend for a remote sensing device from Go to C++ to increase efficiency.

C Developer, Moniepoint Inc – Lagos, Nigeria Apr 2022 – Aug 2023

- Wrote C programs for Point of Sale device for transfers, withdrawals and utility payment

Unreal C++ Game Developer, Stainless Games Ltd – Isle of Wight, UK Nov 2022 – Feb 2023

- Implemented Unreal Engine plugins.
- Made necessary updates in Unreal Engine code to improve stability/performance of the game

Virtual Intern, Chipkoo Labs – Remote

Sep 2020 – Nov 2023

- Gained knowledge, skills and exposure by working with industry experts in real work situation.
- Worked on website for clients

Electrical Intern, GPFI – Lagos, Nigeria

Jul 2019 – Dec 2019

- Evaluated installed electrical equipment and systems to isolate faults and implement corrective measures..
- Created, aligned and optimized electrical instrumentation and testing equipment.

Projects

Chasing Pacman[Github Link](#)

- A 3D game made with Unreal Engine where you play as the ghost trying to stop Pacman from eating all the coins
- Tools Used: C++, Unreal Engine, Steam Multiplayer plugin

2D Survivor[Github Link](#)

- Implemented Vampire Survivors using C++ and DirectX11.
- Tools Used: C++, DirectX11

Route planner[Github Link](#)

- Implementing the A* search algorithm to find the shortest distance between two points
- Tools Used: C++, IO2D

Chat Room[Github Link](#)

- Using Winsock, ImGui, FMOD to create a chat room that supports private and group messages.
- Tools Used: C++, ImGui, FMOD, WinSock

ANN, CNN, Classification[Github Link](#)

- Small Object Detection using ANN and CNN
- Tools Used: Python, PyTorch,