

JACK FLETCHER

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PERSONAL SUMMARY

A versatile graduate with an interest in all facets of technology, with a commitment to designing and developing innovative solutions to a problem domain.

Experienced in object-orientated programming, including all phases of software development including design, development, testing and debugging.

Actively looking for a role within any technology stack that can offer development training.

TECHNICAL SKILLS

Languages: C# (Three years), Python (6 Months) HTML/CSS (6 months)

Software Experience: Windows 10, Ubuntu Linux, Visual Studio 2017/2019, Docker, Microsoft Remote Desktop, MATLAB, Unity Engine, PyCharm, Visual Studio Code, Hyper-V, VirtualBox

Other: Have experience working as a programmer in an agile environment of two to three developers, taking on the roles of project lead and technical lead. Have soft skills in customer relations and critical thinking, learned through retail experience and academic research.

EXPERIENCE

2016-2018

GENERAL ASSISTANT

Primark

I worked part time as a general assistant for four to eight hours a week on weekends. As a general assistant I was responsible for customer interactions such as complaints, questions, and till operations. In addition to this, I was responsible for replenishment of product on the shop floor. I learned how to communicate with customers and staff and how to prioritize my tasks for an overall more productive workday.

PROJECTS

JANUARY 2020- MAY 2020

NECROMANCER GAME VR

TECHNOLOGY STACK: C#, XML, UNITY

A 3D Tower Defence style game, where you take control of a necromancer developing an army. As a solo project completed in a single semester, I managed the project and developed all game systems. I gained knowledge in development practices for VR and was able to ascertain different interactions with emergent technologies.

JANUARY 2019 – APRIL 2019

PEC-APPLICATION

TECHNOLOGY STACK: C#, UNITY

A 2D educational application for use when PEC agents visit homeowners, I was responsible for project management, code review and UX/UI design. I worked with a primary stakeholder to develop skills in client relations, scope management and problem solving.

EDUCATION

2016 - 2020

COMPUTING & GAMES DEVELOPMENT

University of Plymouth

Graduated with a 2:1 / Second Class; First Division

Courses Completed:

Web Game Technologies

Games Development Immersive

Software Engineering

Games Workshop

Intelligent Systems

Algorithms, Data Structures and Mathematics

Computation Theory and Artificial Intelligence

Interactive Systems Workshop

Artificial Intelligence for Game Development

Object-oriented Software Engineering with Design Patterns

Machine Learning

Industry Engagement

Programming for Entertainment Systems

2011-2013

A LEVELS: ENGLISH LITERATURE & LANGUAGE, PSYCHOLOGY, CLASSIC CIVILISATION

Richard Huish College

ACTIVITIES

- Took part in Jamfuser 2020 as part of a team, and I was responsible for the programming and project management in the project 'Pose of Faith'.