James Edmunds

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Passionate and detail-oriented game developer with a strong foundation in programming and a keen eye for quality assurance. As Lead Programmer at an indie studio, I've overseen the full development lifecycle of original titles, ensuring robust codebases and engaging gameplay experiences. My hands-on experience has honed my ability to identify and resolve issues efficiently, a skill I bring to QA processes. Additionally, my background in IT support and automation has equipped me with the tools to streamline workflows and enhance team productivity. Eager to contribute to CCP Games' commitment to innovation and excellence, I aim to ensure that every player experiences the highest quality gameplay.

Experience

Lead Systems Programmer| Team Sloop

As Lead Programmer at a small independent studio, I oversee the full technical lifecycle of game development, from early prototyping to final release. I manage and contribute directly to the game's codebase, ensuring quality, performance, and maintainability across all systems.

Senior Executive for IT & Maintenance | CES Medical

As Head of IT and Equipment Maintenance, I support critical clinical operations by ensuring the reliability of all technology infrastructure and medical equipment across multiple locations. My responsibilities span IT support, asset management, and admin task automation.

Skills

Games Programming (Unity, Godot, Unreal) • Version Control • Game Tooling • Task Automation • Agile development • Public speaking • Problem Solving

Education

Bsc in Digital Game Design |University of Brighton

2:1 honours

References available upon request