Jayden Mobley

Github: [Alivemonstor](#)
Youtube: [Alivemonstor](#)

My name is Jayden Mobley im a 19 year old university student, currently studying at The University of Staffordshire doing Computer Games Development, Who is an aspiring game programmer that has a proactive mind to learn more about the industry. During my free time, I engage in creating games and participating in game jams as a way to enhance my skills and understanding in game development and design, while also working in the FiveM (GTA 5 Modding Platform) space.

EDUCATION:

The University of Staffordshire | 2024 - Current |
(BSc (Hons) Computer Games Development)

I'm currently finishing my first year. For the first current year, we've engaged in multiple engines such as Unity and Unreal as well as creating console applications.This has helped me understand multiple languages such as C# and C++.

All projects related to this can be found on my **[GitHub](#)**

Banbury and Bicester College | 2022 - 2024 |
(Games Development Level 3)

This was the introduction to proper game development, this taught me the fundamentals behind proper game development, during this period of education i learnt the basics of how games are made and the fundamentals behind them. I used the 2D Games engine (Construct 3). Throughout the time using this engine, I created basic login systems for users validating with encryption to databases.

Grade: DDM

RELEVANT GAME EXPERIENCE:

FiveM Modding:

For the last 4 years I've been developing within the FiveM community, ranging from multiple servers to freelance script development. Here are some of the notable things i've done on FiveM

First Script Release: 2022
This was the start of my road to basic LUA knowledge, with this script i learnt many things.The importance of server sided validation and the importance behind how good something can look in-game rather than the importance of how good the code looks, users don't see the code. So focusing on ingame animations is key, while also still keeping the code optimised.

Freelance Script Releases:
I decided to start releasing scripts on a store page (see link [here](#)). With this store page i leant the importance of marketing and listening to a community of people to respond to feedback and potential feature requests.Script wise these scripts with each release showed an increased knowledge with LUA and eventually some UI development using HTML/JS/CSS and JQuery.

Server Development:
I eventually started doing contracted server development for people who could reach out and hire me, i've worked for a plethora of servers, with some of the notable ones being:
District 10 RP (Current) (FiveM)
New Era RP (FiveM)
Vital RP (FiveM)
Anzus Gaming (FiveM)
Guilded RP (RedM)

These servers taught me the essentials to working in a team and the importance behind communication. On some of these servers I have served as the Lead Developer. This taught me how to lead a team of people to communicate, while also delegating tasks and managing a community of people. The biggest server is **District 10 RP.** Which currently has 106k people in the discord and 670 players concurrently playing every day.

Honorable Mentions:

QBCore Developer:
I'm also currently on the QBCore FiveM Development team, this role requires me to find any existing issues within the base framework, while also checking and fixing issues found in the issues section of the github repositories.

Skills and Experience:

● C#	● Lua
● C++	● Visual Studio / Visual Studio Code
● Unity	● MYSQL
● Unreal Engine	● JavaScript / HTML / CSS
● Perforce / Source Control	● Git/Source Control