Jacob James Armer

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3rd year Computer Science for Games Development Student, with a passion for programming and video games. For as long as I can remember I have had a deep love for video games, and this has left me with an enjoyment of tackling challenges of all types with enthusiasm. I have tackled a variety of programming problems, a comprehensive list of which can be found on my portfolio: jacobarmer.com.

Education

COMPUTER SCIENCE FOR GAMES DEVELOPMENT | 2019 FINISH | UNIVERSITY OF HULL

- 2nd year average: 69%
- Predicted grade: 2:1

LEVEL 3 BTEC | 2016 | NEW COLLEGE PONTEFRACT

- Creative Media: Distinction*
- Applied Science: Distinction*
- IT: Distinction*
- English: C

GCSE | 2014 | LORD GREY SCHOOL

- Math: B
- Biology: C
- Physics: C
- Chemistry: C
- History: C
- IT: C
- Level 2 BTEC IT: Merit

Projects

PATH THROUGH THE DUNGEON:

- Team group work made in Unity for the Airconsole.
- 5-man development team.
- Twin stick Dungeon crawler.
- Randomly generated dungeons.
- Organized on Gitlab.
- Ongoing.

3D GORILLAS:

- Uses same Component based engine, written with OpenGL and C#.

- Has AI controlled opponent.
- Destructible terrain.
- Each weapon type has different physics factors effecting it. And each behaves differently
- E.g. "Cluster shot" creates more projectiles upon impact
- "Big Boom" destroys in a radius around it
- "Teleportation Grenade" Teleports player to impact location

Experience

LEADING HAND CADET | NAVAL CADET CORPS | 2008 - 2014 •

A senior cadet responsible for other cadets and their organization.
- Organizing and teaching lessons to other cadets.
- Working in dynamic teams.
- Keeping dress in order e.g. polishing boots, ironing uniform.

Skills & Interests

LANGUAGES:
- Languages with rich experience: C# and Javascript.
- Languages with some experience: C++, java and Prolog.

TEAMWORK AND LEADERSHIP
- Teaching and leading Communication Specialisation at the Naval Cadet Corps.
- Teaching and leading Junior Division of cadets.
- Have worked on several group projects during my time at university.
- Can easily integrate with any team due to experience at both university and Cadets

VIDEO EDITING AND VIDEO GAMES
- Video editing is a hobby.
- I have developed writing skills.
- I have developed presentational skills from past projects.
- Analytical skills from assessing video games.

References
Can be Provided when needed.