Curriculum Vitae
Jack Thomas Bulson

Location: Newcastle-upon-Tyne
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Website: jackbulson.dev

Personal Profile
Video games and the industry surrounding them are something that I have always knew I wanted to be a part of. I am a reliable, friendly, and hard-working individual, and enthusiastic to learn new skills and solve problems in order to create great experiences for people to play and enjoy.

Education
2018-2022   *MComp Computer Science, Newcastle University, Graduating in 2022*
Degree: 1st in Year 1, 2 & 3 of Study, on course for a 1st in Year 4

As part of the 4th year of my degree, have gained a large amount of experience in C++, creating a password encrypter & decrypter and programming the physics and gameplay behind a game inspired by *Screwball Scramble*. Have also utilised OpenGL to create a tropical island graphics scene. When finished, will also have worked as part of a team to create a game, and will have created another dissertation.

2015-2018   *Macmillan Academy Sixth Form*
A Levels: Maths(A), Computing(B) and ICT(B)

2010-2015   *Macmillan Academy*
GCSE: 10 A-C Grades

Projects
2021   *3rd Year Game Development Module*
Title: Gladiator
Language: GDScript (Godot)
Created a top-down action game set in a gladiator arena. Programming/art solely created by me, music and sound effects sourced externally.
Link: jackbulson.dev/university/2021/09/04/gladiator.html

2020-2021   *3rd Year University Dissertation*
Title: Near Infinite, Procedurally Generated Terrain
Language: C# (Unity)
Created a tool that procedurally generates terrain to compare using two different noise implementations (Perlin vs OpenSimplex). A custom shader is used to texture the terrain using height and steepness values from the terrain.
Link: jackbulson.dev/university/2021/08/30/procedural-terrain.html

For the past year, I have also been actively creating small, solo game projects which are also displayed on my website. More details about my university projects can found there too.

Past Employment
Jun 2016-Aug 2018 *Stand Attendant at Showcase Cinemas*
Key responsibilities included serving customers, ensuring the stand was a clean and sanitary environment, working as part of a team and dealing with problems and complaints. As I became a more experienced member of staff, the I was trusted with more responsibility, such as managing stock

replenishment on the stand. This helped me to develop my organisational and leadership skills.

Skills and Achievements
Languages:
C++ / C# / GDScript & Java
Software Experience:
Godot / Unity / Visual Studio / Nvidia NSight
***Gameplay Programming*:**
Implementation of 3D physics system
Implementation of AI using state machines and behaviour trees
Graphics Programming:
OpenGL Graphics Scene – Deferred Rendering / Real-time Shadows / Water Refraction & Reflection
Miscellaneous skills, experience, and achievements:
Version control, more specifically GitHub
Creating Gantt charts, UML diagrams for various university modules
2015-2017 Silver Duke of Edinburgh Award