

Curriculum Vitae

Jack Thomas Bulson

Location: Newcastle-upon-Tyne

Email: jackbulson@gmail.com

GitHub: <https://github.com/BulsonJ>

Website: <https://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.
- 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 and art solely created by me, with music and sound effects sourced from external sources. *Link:* <https://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:

More detail of my projects are available on my website.

Past Employment

- Jun 2016-Aug 2018 *Stand Attendant at Showcase Cinemas*
In this role I was required to work in a customer facing environment as part of a team. Key responsibilities included serving customers, ensuring the stand was a clean and sanitary environment, and dealing with problems and complaints. As I became a more experienced member of staff, the more responsibility I was trusted with, 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

2015-2017 Silver Duke of Edinburgh Award