**Jonathan Ely**

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BSc (Hons) Computing (Games Programming) – Grade (1)

Full clean driving licence with my own transport

**Summary:**

Logically thinking and goal oriented, with up to 7 years of experience with coding in multiple languages including Python, C++, Java, and C# as well as with software such as Unity 3D, Blender and Audacity. Adept at creating competent and professional code. Looking to expand my skillset while applying my current skills to everything I can, whether that is developing new creative games, designing unique software or improving and supporting existing systems.

**Experience:**

End of Year Showcase | Edge Hill University (2023)

* Participated within the Edge Hill University End of Year Showcase.
* Presented and showcased my project to numerous potential employers.
* Demonstrating my project as a fully functional and playable game for users to interact with,
* Displayed my expertise of Unity 3D, Blender and C#.

Welcome Day Assistant | Edge Hill University (2021)

* Provide general help and directions to potential students and parents/guardians.
* Answering questions about courses offered by Edge Hill University.
* Answer questions about my own personal experiences throughout the COVID-19 pandemic.
* Promote the benefits that students would have by choosing to study at Edge Hill University.

Salesforce Trailblazer | St John Rigby College (2019 – 2020)

* Selected to compete within the Salesforce Trailblazer Challenge (a challenge between multiple colleges within the Northwest).
* Helped to represent St John Rigby College in the Salesforce Trailblazer competition.
* Spearheaded the effort to top the leaderboards of the challenge.
* Gained valuable experience with industry software such as Salesforce.

**Education:**

Edge Hill University (2020 – 2023)

* BSc (Hons) Computing (Games Programming) – Grade (1)

Unity (2023)

* UCA-156 Unity Certified Associate: Game Developer – Grade (Passed)

St John Rigby College (2018 - 2020)

* BTEC IT Level 3 (Extended Diploma) – Grade (D\*D\*D\*)

**Skills:**

Creativity – I like to create scenarios and code in my own time to add additional features to games I frequently play and the solutions I can create to problems with my studies at university and elsewhere.

Professionality – I maintain a high standard with my work I produce to the point where if I dislike how messy my work looks even if the functionality is there, I will often go back and re-write my work to improve it in my own time.

Unity – With my passion for Unity 3D, I often spend time creating scenarios and testing the limits of the Unity engine, tinkering around with new assets and asset creation, I am very proficient in the software especially since having passed the Unity Certification.

Programming – Experience with C# and relating languages like Java, C++ and Python allow me to effectively create, apply and debug code through my 5 years of experience in programming.

Teamwork – Also skilled in teamworking due to my flexibility, my ability to lead a team with a clear goal and my ability to resolve conflicts quickly developed through my hobbies and while in education as a whole.

Adaptability/Organisation – I pride myself on my adaptability and my ability to change to the situation, even if I am not particularly comfortable or skilled in the scenario, keeping a strict schedule and preferring to tackle problems and tasks early on rather than later to ensure enough time and to relieve pressure for deadlines.

Blender – Utilising software like Blender has allowed me to create tens of custom-made assets, models and animations through the software, with my experience allowing me to create movement through randomness and add personality to models and characters.

Audio – Experience in mixing audio, through software such as Audacity and other audio platforms, allow me to be able to splice and mix audio, adapting tracks to allow for seamless integration of audio clips.

**Hobbies and Interests:**

Airsoft – I enjoy an indoor airsoft arena where I get to improve teamwork skills as I communicate and formulate plans with new people to tackle obstacles and achieve objectives.

Coding – I often create programs and games in my spare time to help improve my experience with coding, adding new features to existing games or creating entire new games.

**References:**

St John Rigby College:

* [Stuart.Hazelden@sjr.ac.uk](mailto:Stuart.Hazelden@sjr.ac.uk)
* [Mohammed.Patel@sjr.ac.uk](mailto:Mohammed.Patel@sjr.ac.uk)