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additional information

# Marshall Sharp

## About Me

Dedicated Game Developer proficient in C++, C#, Unreal Engine, and Unity, with practical experience in Agile and SCRUM. Proven ability to contribute to game projects, from concept to implementation, and committed to continuous learning and innovation in the industry

## Education

- 2020–2022 **BTEC/UAL Diploma, Priestley college**
- Unreal Engine Blueprints
  - Autodesk Maya
  - Adobe Photoshop
  - Adobe Substance
  - Zbrush
- 2022–2025 **Bachelor of Science, Falmouth University**
- Unity
  - C#
  - C++
  - OpenGL
  - L<sup>A</sup>T<sub>E</sub>X

## Experience

### Vocational

- 2022–2023 **In-store Team Member, Domino's, Truro**
- Worked as front of house and on the makeline
  - Answered phone calls
  - Making transactions/use of till.
  - created pizzas and sides
  - Porting and hygiene
- 2023–2025 **Bar and Catering, FXPlus, Falmouth**
- Worked as front of house and as a kitchen porter.
  - Restocking shelves
  - Making transactions.
  - Frying sides (chips, hash browns, etc)
  - Porting and hygiene

## Skills

### Programming Language

C++ 2 Years

C# 2 Years

### Game Engines

Unreal 4 Years

Unity 3 Years

### OS

Windows 5 Years

### Methods

Agile 5 Years

SCRUM 5 Years

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## Notable Projects

**Aislinn** Aislinn is a 3rd-person Action-exploration game centred on the character of the same name as she attempts to find her dad, who has vanished. This project, which spans most of my third year of university, was probably the best work I have done so far.

**Red Roberts Radical Redemption** Red Roberts radical redemption (will be abbreviated as R4) is an infinite-runner-style game made for Global Game Jam 2025. In R4, you play as Roberts, a red hamster, who must travel through the ocean slipstreams and currents to reclaim his honour from a wealthy figure.

**OpenGL and Unity Terrain Generation** This is a three-part project developed during university. It started with understanding OpenGL and utilising C++ and OpenGL. I then used Unity to develop and implement mesh generation and optimisation.

**Dissertation** My dissertation was on Player Engagement, on a more Psychological level, researching addiction and attempting to find a standardised unit and/or definition, due to there being multiple methods and multiple definitions of Video Game Addiction.

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## Interests

**Dungeons and Dragons**

- Since 2019
- Creating, designing and balancing custom content
- mainly 5th edition D&D's
- Understanding of playtesting and criticism
- Understanding of Fantasy tropes

**Warhammer**

- Mainly 10th Edition 40K
- Creation of Custom Detachments
- Understanding of sci-fi themes
- understanding of the concept of Grimdark

**Magic: The Gathering**

- Expansion of communication skills for commander format
- Critical thinking