

# Jack Brewer

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Mobile: 07963931549

Email: Jack\_Brewer96@hotmail.com

Apartment 21, Whiteley Mill  
39 Nottingham Road  
Nottingham  
NG9 8AD

I am a Junior Gameplay Programmer at Free Radical Design and Master of Computing Graduate that was on an academic scholarship from De Montfort University, and I am looking to find a job which allows me to continue to utilise my constantly improving skills.

I am fluent in C++ and semi-fluent in Python, Java & JSON. I also have knowledge of SQL, HTML 5, Lua, JavaScript, C#, GLSL, VB.Net, PHP, and XML.

<https://ghostleadie.github.io/>

<https://github.com/Ghostleadie>

## Work History/Experience

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### Junior Gameplay Programmer – Free Radical Design – Nov. 2021 – Current

I set up and implemented Epic Online Service for an Unreal project using Epics online subsystems plugins and continue to maintain it along with submitting fixes to epic as well. I also worked on various gameplay systems, including the lobby both UI and underlying code where I was able to help create our own replication system using EOS, melee which involved using gameplay ability system and gameplay targeting, and work with asset manager to use async loading and primary asset bundles. Additionally, I've addressed bugs throughout the code base and tracked them using Jira.

### Game Developer – Willow Communications – Sep. 2020 – Aug 2021

I created skill-based games using Unreal engine for their event platform these games are networked to other systems on their event platform, which is utilized in holiday parks and bingo halls across the nation. I also develop applications to assist with task automation and other useful functionalities. My role involves solving bugs and developing add-ons for existing software. Additionally, I assisted customers through the company's helpdesk.

### Freelance Programmer – Front Row Services – Feb. 2020 – Aug. 2020

I developed an Android app in Java that digitized their paper service certificates that were given to customers once a job was completed. The app generates a PDF version of the form, which is then emailed to both the client and the company's accountant which saves paper and has less chance of losing the document. I also provided assistance with any technical IT problems they encountered.

### Undergraduate Position – Novacraft – Jun. 2017 – Sep 2017

Researching Charities for a project that the company was working on. This included all the laws regarding charities and the charity commission. At the end of my time there I also gave recommendations for charities to be approached for the program.

### Undergraduate Position – Novacraft – Jul. 2016 – Sep 2016

I have been involved in researching various gamification strategies for an undisclosed company project. This includes exploring different methods to incorporate gamification effectively to the project. Additionally, I have contributed by assisting in the testing of functions and code. I've also researched other apps and initiatives that have successfully implemented gamification, aiming to find inspiration and innovative ideas to enhance their project.

## **Education**

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**2018 – 2020. De Montfort University – Masters in Computing.**

Distinction

**2015 – 2018. De Montfort University – Computer Games Programming.**

Second Class Honours, Upper Division (2:1)

## **Hobbies and Passions // About Me**

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I enjoy playing game such as Escape from Tarkov and Call of Duty DMZ. My favourite franchise would have to be Halo. When I'm not playing games, I enjoy watching the NFL as I used to play in university and anime such as Attack on Titan and Cyberpunk edge runners. These also help me unwind after stressful days.

**References are available upon request.**