Jack Brewer

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Northampton
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I am a former Junior Gameplay Programmer at Red Rover Interactive and a Master of Computing Graduate who was on an academic scholarship from De Montfort University, and I am looking to find my next job that allows me to continue to utilise my constantly improving skills.

https://ghostleadie.github.io/

https://github.com/Ghostleadie

Work History/Experience

Junior Gameplay Programmer – Red Rover Interactive – Sep. 2024 – Mar. 2025
- Worked on various systems within the code base for the game Enginefall:
    - Worked on various UI tasks using Common UI
    - Updated the ping system to include a quick ping and added contextual pings to the ping system, along with a rework of the UX for the ping menu for easier use.
    - Created and implemented a core gameplay loop feature
    - Added multiple quality of life changes to help players convey critical information more easily.
- Addressed and tracked bugs throughout the code base using Jira.

Skills: C++, UE5, Unreal Blueprints, UX, UI, Jira, Perforce

Junior Gameplay Programmer – Free Radical Design – Nov. 2021 – Dec. 2023

- Implemented and maintained Epic Online Service for an Unreal project using Epic's online subsystems plugins on PC and PS5.
- Worked on various gameplay systems, including:
    - Lobby UI and underlying code for better UX
    - Creation of a custom replication system using EOS and Unreal's reflection system for game lobbies to save server costs
    - Customizable characters (both UI and code)
    - Melee combat system using the gameplay ability system
- Automated multiplayer server start-up sequence so the server automatically loads the correct game settings and mode selected.
- Addressed and tracked bugs throughout the code base using Jira.

Skills: C++, UE4, UE5, JSON, Unreal Blueprints, EOS, Online Subsystems, Python, UX, UI, Jira, Perforce

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

- Creating Unreal Engine games for their event platform, which is used in holiday parks and bingo halls across the nation.
- Creating applications to help with the automation of tasks and other useful applications.
- Help solve bugs and create add-ons for existing software.
- Provide help to customers through the company's help desk.

Skills**:** VB.Net, PHP, SQL, XML, JSON, UE4, Unreal Blueprints, C++, CSS, HTML

Undergraduate Position – Novacroft – 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.
- Gave recommendations for charities to be approached for the program.

Skills: Research

Undergraduate Position – Novacroft – Jul. 2016 – Sep 2016

- Researching different ways of gamification for a project
- Helping with QA for the project
- Researching other apps or initiatives that used gamification effectively to see if there was anything we could implement into our project.

Skills: Gamification, QA

Education

De Montfort University – Master's in Computing – 2018 – 2020

Distinction

De Montfort University – Computer Games Programming – 2015 – 2018

Second Class Honours, Upper Division (2:1)

References are available upon request.