

Jack Morgan

Unity Developer / Gameplay Programmer

Personal Statement

A highly motivated first-class honours Computer Science graduate, seeking a role in Unity Development and Gameplay Programming. Through professional work under Cosmic Sabbath, with the addition of solo projects and collaborative teamwork at university, has first-hand experience in creating full game prototypes and complex systems across a variety of genres, including PC and VR games. Core strengths are found in gameplay programming, debugging, mechanic design and optimisation using C# in Unity with Visual Studio. Developed a deep interest in games, having founded Opsters eSports and run a gaming-related YouTube channel. Eager to apply my technical skills and creativity to help bring engaging, polished games to life.

Professional Skills

- **Cross-Disciplinary Communication:**
Skilled at supporting designers through clear documentation, Git commit notes, prototype test builds, and video tutorials, ensuring systems are easily understood and integrated.
- **Debugging & Tool Creation:**
Experienced in developing lightweight debugging tools and test harnesses within Unity to validate gameplay systems before full implementation.
- **Project & Team Management:**
Successfully led a collaborative university project as Project Manager, a role that involved organising and participating in meetings, adhering to tight deadlines, implementing effective task delegation and monitoring the work of the team.
- **Certifications & Training:**
Earned Cyber Quarter's *Cyber Security Awareness Training*, IBM MQ *Developer Essentials* and CodeAcademy's *Learn C Skill Path*, amongst others.
- **Discipline:**
Acquired UK Drivers Licence, which required focus and attention.

Work Experience

05-2025 - **Cosmic Sabbath – Remote, UK**
Present *Lead Gameplay Programmer*

- Working with a multidisciplinary team in developing and implementing core gameplay features, UI, and audio systems for an upcoming horror game.
- Utilising Unity and C# to script, debug, and optimise a polished and immersive player experience.

Contact

City and Country

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Portfolio

<https://jackmorganog.wixsite.com/jackmorganportfolio>

Programming Languages

- ❖ C#
- ❖ HTML
- ❖ CSS
- ❖ JavaScript

Development Tools

- ❖ Git
- ❖ GitHub
- ❖ Visual Studio
- ❖ Trello
- ❖ Discord
- ❖ WebStorm IDE
- ❖ Basecamp

03-2018 - Present

- Contributing to game design, managing a structured development pipeline, and performing QA testing by identifying and documenting bugs.
- Complete tasks as they are set on Trello and Discord, successfully meet deadlines, and provide clear updates on the work for others to understand.

Opsters eSports / OpsterGaming YouTube – Remote, UK
Founder & Content Creator

- Overseeing the growth and operation of a grassroots eSports organisation and content platform.
- Producing diverse gaming content, including Unity-focused tutorials and gameplay videos, while adapting formats to evolving audience trends.
- Leading community engagement and digital presence across multiple platforms, building long-term audience loyalty and brand identity.
- Balancing creative, technical, and strategic responsibilities across web, video, social, and community initiatives.

Education

2022-01 – 2025-07 **BSc Computer Science: Computer Science and Engineering**

University of Wolverhampton - Wolverhampton, WLV
Grade: 1st Class Honours

Relevant projects include:

- *Hazard Perception VR*, a VR simulator game complete with detailed levels, cutscenes and realistic scenarios.
- *BlockSumVR*, an engaging VR puzzle game showcasing advanced mechanics and interactive design for virtual reality.
- *Mechanical Revelation*, a 3D first-person shooter game which features complex mechanics such as patrolling enemies and dynamic health systems.

2019-09 - 2021-06 **A Levels: Photography, Media Studies and Film Studies**

Telford College - Telford, TFW

2015-09 - 2019-06 **Relevant GCSEs: Maths, English, Science, Interactive Media, Enterprise and Marketing**

Telford Priory School - Telford, TFW

References

References are available upon request.

Game Engines

- ❖ Unity (HDRP, URP)

Design Software

- ❖ Blender
- ❖ Adobe Photoshop
- ❖ WonderShare Filmora

Technical & Soft Skills

- ❖ Gameplay Mechanics
- ❖ UI Programming
- ❖ Audio Systems Programming
- ❖ AI Programming
- ❖ Feature Development
- ❖ QA Testing
- ❖ Project Management
- ❖ PC & VR Development
- ❖ OpenXR & Oculus XR
- ❖ 2D & 3D Design

Technical Projects

- ❖ A* Pathfinding
- ❖ Behaviour Trees
- ❖ Health & Damage Systems
- ❖ Random Number Generation
- ❖ Object Teleportation Interaction
- ❖ Dynamic Pursuit Behaviour Physics
- ❖ Line of Sight Geometry Physics
- ❖ Real-time State Machine
- ❖ Event Trigger System
- ❖ NPC Interaction System