# Jack Evans Game Developer

## Experience

### Marmalade Game Studio, London | Game Programmer | 09.2023 – 03.2024

* Lead development of a DLC project, creation of timelines and estimates, management of team members
* Rapid familiarisation and contribution to many projects, including **Unity** games, **C#** tools projects, and one **Bash** tooling script
* Exposure to development for Steam, Xbox One and One S, PS4, PS5, and Mobile

### Live Tech Games, London | Game Developer | 05.2022 – 08.2023

* Development of the **Unity C#** product
* Ownership of internal tools to quickly build and test prototypes, including networked multiplayer
* Automation of the product to enable high-volume load testing
* Use of **Docker** and **JMeter** to increase load testing capacity
* Technical art development using **HLSL** shaders
* Tools development using **Unity** (applications and editor scripting), **Node**, and **Bash** scripting
* Integration of analytics, CRM, and attribution 3rd parties
* Architectural planning sessions for new systems
* Maintenance of **Firebase** configuration relating to hosting and dynamic links
* Organisation of an internal game jam and other social events

### Fortress GB, London | Full Stack Developer | 08.2019 – 10.2021

* Ownership of several applications consisting **C# .NET Core** APIs with **Angular** front-ends
* Ownership of several **NuGet** and **npm packages**
* Ownership of a printing service, including **SignalR** messaging, a **WPF** GUI and **Entity Framework Core** data layer
* Management of projects and delegation of work, including code reviews and peer programming
* Involved in hiring processes - interviewing, setting and marking technical assignments
* Creation and maintenance of **Azure pipelines**
* Maintenance of an **MSSQL** database

### Crest Software Ltd., Christchurch | Software Developer | 09.2017 – 07.2019

* Development of an **ASP.NET** web application
* Maintenance of an **MSSQL** database
* Ownership of an automated testing suite built using **Selenium**
* Major rebuild of a C++ **Excel Add-In** into C#
* Rebuild of a **WinForms** licensing program
* Exposure to Test Driven Development using **NUnit** and **XUnit**

## Education

### Level 3 Software Technician Apprenticeship

**Merit** | Bournemouth and Poole College | 2017 - 2019

### BA Economics

**2:1 with Honours** | University of Exeter | 2014 - 2017

### A2 Levels

**AAA** | Bournemouth School for Boys | 2012 - 2014

## Interests

* Video Games - PC & Switch
* Game and Software Development
* Sports - I play football, golf, and squash
* Music, especially live music events and festivals
* Film and TV
* Reading