

# JACK HOPKINS

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I like to make things, and I am looking for a work placement during my 3<sup>rd</sup> year at Newcastle University. Creating software is my passion (preferably video game software) and I hope to land a job where I can deepen and improve my skills in the industry.

## EXPERIENCE

**DATES FROM** MAY 2018 **TO** PRESENT

**LEAD ART DIRECTOR** | ASTRAL DAWN STUDIOS

This is a start-up company I am part of with two other guys. We are an Indie game company that is currently working on a single title.

I have had to learn a broad range of skills with no formal education, making independent learning very important. I've learnt game design, software development practices (such as sprints and scrums), writing, etc. The skills I have improved the most are my creative and artistic abilities in pixel art, animation and character design.

**DATES FROM** JUNE 2019 **TO** SEPTEMBER 2019

**RETAIL ASSISTANT** | ROYAL COLLECTIONS

I worked 40 hours per week at Windsor Castle. My duties included serving at the checkout, stocking shelves and writing home deliveries. I worked in a variety of shops—from Jewelry to an Ice Cream Van—selling Vikki Sarge Necklaces to blackcurrant ice cream.

Being able to relate to all types of people from all around the world was fundamental to the job. Most days, there were thousands of visitors at the Castle, which made my work busy and demanding. Often there was a language barrier with customers. This job helped me learn how to converse with and handle many new types of people and step out of my comfort zone.

**DATES FROM** DECEMBER 2017 **TO** MAY 2018

**PACKING ASSISTANT** | THE BLOSSOMS OF WINDSOR LTD

I worked 7-hour weeks at this Chinese take-away, helping in the evenings on weekends (during peak hours) to assist with packing and quality control.

This job required me to work under a lot of stress and time pressure, learning to keep up quality and tempo so that the customers got their food in good time. Communication in the kitchen was harder than expected since there were up to 4 different languages being spoken and not everyone knew English. Thus, quick and precise non-verbal communication was key.

## EDUCATION

SEPTEMBER 2018 – JULY 2022

**MSC (HONS) COMPUTER SCIENCE (GAMES ENGINEERING)** | NEWCASTLE UNIVERSITY

Modules include: Advanced Programming, Database Design, Business Systems, Web Design and Construction. Achieved average 68.5% in year one.

SEPTEMBER 2013 – JULY 2018

**A LEVELS & GCSEs** | WINDSOR BOYS' SCHOOL

A LEVELS: Bs in Maths, Physics, Philosophy and EPQ (Extended Project Qualification).

GCSEs: A\* in Maths, A in 7 others including 3 Sciences and English, B in Art, C in German.

## SKILLS

- Programing in OOS Languages
- Web Development
- Team player / Peace keeper
- Clarity and composure in stressful situations
- Artistic and Design intuition
- Communication and feedback (giving and receiving)
- Service Orientated
- Interpersonal Skills

## ACTIVITIES

### LUDUM DARE 44 GAME JAM:

Created a game in 72 hours with 2 course mates. We made a *Plants Vs. Zombies* type of Tower Defense. We had to design a game around the theme of '*Life is Currency*', thus we had to use ingenuity and creativity as well as keeping an idea of scope throughout the process. I had never worked with these guys on a project before so good communication and interpersonal skills were important.

### EPQ ON INTUATIVE GAME / LEVEL DESIGN:

I created my own game with one level, applying my research of level and game design into one level, where anyone could sit down and play the game to completion without any verbal instructions. For this project I used Construct 2, and created the game logic, design art, music and sound FX.

From this project I learnt many things including basic industry practices for planning, how to monitor my own work, and how keep going even when I find it hard. I also learnt how to take feedback and deal with my emotions; not to take criticism too personally and accept the sometimes harsh truth of the situation.