JACK **HOPKINS**

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I like to make things, and I am looking for a work after my graduation in the summer. I am looking for a job in the video games industry because that is what I am passionate about and where I think my skill are best applied.

EDUCATION

SEPTEMBER 2018 – JULY 2021

BSC (HONS) COMPUTER SCIENCE (GAMES ENGINEERING) | NEWCASTLE UNIVERSITY

Achieved average 68.5% in year 1, 75.9% in year 2 and am projected a 1st overall.

On my course I have learnt:

- To be proficient in C++, C#, Java, Unity, Git, HTML and CSS.
- Basic understanding of C, Godot, Assembly Languages, JavaScript and MySQL.
- Studied many video game related modules: programming game physics, various types of A.I. (e.g. minimax to pathfinding), small scale game development and video game graphics and the render pipeline.
- Other modules include cryptography, concurrency, bioinformatics, genetic algorithms, operating systems, website development, algorithms with pseudo-code and databases.
- How to lead and work with a team of people to work on multiple projects and presentations.

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.

EXPERIENCE

DATES FROM MAY 2018 TO PRESENT

LEAD ART DIRECTOR | ASTRAL DAWN STUDIOS

- Part of a start-up company with two other colleagues. We are an Indie game company that is currently working on a single title.
- Learnt a broad range of skills with no formal education, making independent learning very important.
- Learnt game design, software development practices (such as sprints and scrums), writing, etc.
- Most improved skills were my creative and artistic abilities in pixel art, animation, character design, and most importantly, how to give comprehensive and helpful feedback.

DATES FROM JUNE 2019 **TO** SEPTEMBER 2019

RETAIL ASSISTANT | ROYAL COLLECTIONS

- Worked 40 hours per week at Windsor Castle.
- My duties included serving at the checkout, stocking shelves, and writing home deliveries.
- Worked in a variety of shops—from Jewellery to an Ice Cream Van—selling Vikki Sarge Necklaces to blackcurrant ice cream.
- Learnt how to relate, serve, and work with all types of people from other cultures, even if there was a language barrier.

- Learnt how work in a busy and stressful environment when you are representing royalty.

DATES FROM DECEMBER 2017 **TO** MAY 2018

PACKING ASSISTANT | THE BLOSSOMS OF WINDSOR LTD

- 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.
- Learnt how to work in stressful environment, under a lot of time pressure.
- Leant to keep quality of work high, despite the time pressure.
- Had to communicate with people that did not speak English, thus adapting to and learning the dynamic of the kitchen.

EXTRACURRICULAR ACTIVITIES

LUDUM DARE 44 GAME JAM:

- Created a game in 72 hours with 2 course mates.
- Made a *Plants Vs. Zombies* type of Tower Defence designed from the theme: *'Life is Currency'*.
- Improved ingenuity and creativity, while keeping an appropriate size of scope through the process.
- Improve interpersonal skills through working with people I have not worked with before.

EPQ ON INTUATIVE GAME/LEVEL DESIGN:

- Created my own game with one level, applying my research of level and game design, 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.
- Learnt basic game and level design as well as basic industry practices for planning, monitoring work and how to keep motivation high.
- Learnt how to take feedback and translate it into improvements into my overall project.

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.

REFERENCES:

Gary Ushaw (Tutor) – Newcastle University:
- Email: gary.ushaw@newcastle.ac.uk

Lars Finlay (Colleague) – Astral Dawn Studio: -
 Email: larsfinlay@googlemail.com
- GitHub: https://github.com/LarsFin

Mr H C Pang (Previous Employer) – The Blossoms of Windsor LTD:
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