

# 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.

## EDUCATION

SEPTEMBER 2018 – JULY 2022

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

Modules include: Programing 1 & 2, Computer Architecture, Software Engineering, Maths, and Web Design and Construction. Achieved average 68.5% in year one.

So far on my course I have learnt how to:

- Program in C and how operating systems function.
- Program OO-Languages, mainly Java.
- Program in an Assembly Language/ Low-level programming language.
- Construct a website with HTML, CSS and simple JavaScript.
- How to work with a team of people to work on multiple projects and presentations.
- Understand and use pseudo-code to design, create and improve algorithms.

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 startup 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 Jewelry 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.
- Learnt to keep quality of work high, despite the time pressure.
- Had to communicate with people that didn't speak English, thus adapting to and learning the dynamic of the kitchen.

## **EXTRACURRICULAR ACTIVITIES**

### **TOOTS AND HOOTS (WORK IN PROGRESS)**

- An evolution on the classic game *Tic Tac Toe* where you use a set of cards to place your 'O's and 'X's.
- It is a game programed in C++.
- Learnt and will continue to learn how to make a small game in C++, good game design and balance, and best practices

### **LUDUM DARE 44 GAME JAM:**

- Created a game in 72 hours with 2 course mates.
- Made a *Plants Vs. Zombies* type of Tower Defense 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 haven't 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](mailto:gary.ushaw@newcastle.ac.uk)

Lars Finlay (Colleague) – Astral Dawn Studio:

- Email: [larsfinlay@gmail.com](mailto:larsfinlay@gmail.com)
- GitHub: <https://github.com/LarsFin>

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

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