JACK **HOPKINS**

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I like to make things, and I am looking for a work placement during my 3rd 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 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 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

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:
- Telephone No.: 01753 833888