JACK **HOPKINS**

Albion House, St James’ St, Newcastle-upon-Tyne, NE1 4NF · +44 (0) 7492 987987

**Email:** jackghopkins@gmail.com

**Website/Web-Portfolio:** jackghopkins.org

**GitHub:** github.com/JackGHopkins

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 2022**

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

Achieved average 68.5% in year 1, 75.9% in year 2 and 75.0% in year 3 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, OpenGL, 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, game development in a team, 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:

* Telephone No.: 01753 833888

2