

Jack Isaacs

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Portfolio: <https://JackIsaacs.github.io>

Profile

I am a highly motivated individual who is up to any task given, specialising in people skills as well as problem solving skills. I specialise in a range of fields from customer service all the way through to software development and team management. I am a communicative and outgoing person looking for a new challenge.

Experience

Games Programmer – Supermassive Games, Guildford (July 2018 – Present)

Focused on implementing core UI features in UMG and C++, as well as gameplay mechanics, for multiple projects on PS4, Xbox One, PC and Stadia, seeing projects and features from the prototyping stage through to release.

- Unannounced Project
 - o Iterating with the director on creating a main menu prototype.
 - o Creating prototypes for the in-game HUD, as well as features on the pause menu to do with gameplay, including a real-time map of the game-world.
 - o Streamlining the UE4 loading screen system to make it more professional
- The Dark Pictures Anthology: Little Hope (2020)
 - o Fixing UI and gameplay issues.
 - o Working on compliance bugs prior to release.
- The Dark Pictures Anthology: Man of Medan (2019)
 - o UI and gameplay features for traits and relationships, moral compass, secrets and picture systems.
 - o Saving and loading system, which is used on all games in the studio
 - o An interactive in-game comic book viewer

Developer – MindSpike Studios (March 2016 – June 2016)

Developed a small mobile quick-reaction puzzle game for Android, attaining over 8000 downloads and an average rating of 3.1 on Google Play. I learned how to market and publish a game from this experience.

Skills

C++, C#

Creating development aid tools in Python

Unreal Engine 4

Unity 3D

UI / UX development

PC / Console experience

Perforce & Git experience

Good Microsoft Office skills

Jira experience

Working within a team, with excellent communication.

Education

Solent University (Sept 2015 – May 2018)

BSc (Hons) Computer Games (Software Development) –
First Class Honours

- Award for greatest overall technical achievement
- Award for Best Final Year Student on the BSc (Hons) Computer Games (Software Development) Course
- British Computer Society Award in Business Computing

Focusing on procedural generation, artificial intelligence, DirectX 11, PS4 Development, C++, C#, and Unity.

Edgbarrow Sixth Form (Sept 2013 – July 2015)

ICT BTEC – D*D*

Graphics – B

Computing – C

Edgbarrow Sixth Form (Sept 2013 – July 2015)

11 GCSEs, A*-C, including Maths (A*) and Computing (A*).

Hobbies and Interests

I am an avid cyclist and have been for most of my life, I love to go out at the weekends locally and sometimes further afield. I also love camping, and I am working on combining my love of cycling with it! I am an amateur guitarist, and I am trying to pick it up again and get better.