

Jack Rowe

Games Programmer

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📍 Tamworth, Staffordshire

A motivated games programming student at the University of Staffordshire with an eager passion for learning. With a strong foundation in C++ and C# I am confident in using engines like Unreal and Unity as well as graphics APIs such as DirectX 11, OpenGL and SDL2. I am excited to apply my knowledge and skills in a professional collaborative environment.

Education

Computer Games Programming BSc

Sept 2023 - Present

University of Staffordshire

Games Production

Sept 2021 - Jul 2023

South Staffordshire College

Grade: Distinction

Technical Skills

- **Languages:** C++, C#, Lua
 - **Engines:** Unreal Engine, Unity, Godot
 - **APIs & Frameworks:** OpenGL, DirectX 11, SDL2
 - **Tools:** Visual Studio, Git (via Github)
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Skills

- **Collaboration:** Worked in cross discipline (artists, designers) remote teams of up to 4 people on small projects.
 - **Project Management:** Used tools such as Trello and Miro to organise and assign tasks.
 - **Communication:** Skilled at concisely conveying technical concepts to non-technical team members.
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Projects

Chess for Evercade using SDL2

March 2023 - May 2023

Created my own rendition of chess using C++, SDL2 and bitboards to represent the board state, built specifically for the Evercade handheld console. This required using linux and makefiles to build the project for the evercade.

OpenGL Renderer

March 2023 - May 2023

Developed a custom OpenGL Renderer which includes a bunch of self made elements. Notably a .obj loader, vector struct and a mesh class. Gained a clear foundation of graphics programming through experience with the graphics pipeline.