Jack Rowe

Games Programmer

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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)

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

Projects