JACK BRETT

GAME DESIGNER & RESEARCHER

EXPERIENCED UNITY DEVELOPER AND RESEARCHER

C O N T A C T

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🌐 Portfolio

Bexhill, U.K.

E D U C A T I O N

BOURNEMOUTH UNIVERSITY
Engineering Doctorate
2019-January 2023

BOURNEMOUTH UNIVERSITY
Games Technology (BSc)
First Class Honours
2014-2017

REFERENCES AVAILABLE UPON REQUEST

EXPERIENCE

LUMINARY ROLI – RESEARCH ENGINEER & ENGD
OCTOBER 2019–PRESENT

- Working with Luminary ROLI in placement for an EngD at the CDE; Bournemouth University
- The research focused on music education and video games, particularly focusing on how video games could be most effective for the purposes of rote learning
- Developed a host of training games using Unity and conducted four user studies in which three papers have been published to journals and conferences
- Worked with the R&D team and lead developers

VITAE VR – RESEARCH DEVELOPER
DECEMBER 2017–JULY 2022

- Working with VitaeVR, a subsidiary company of Outpost VFX, and KCL psychology department
- Developed novel functions and helped port *VStore* from PC to PSVR. *VStore* is a novel functional cognition VR shopping task created in UE4 (C++ & visual scripting) with the intent to increase the ecological validity of cognitive assessments, specifically Dementia and Alzheimer's
- Worked as an independent consultant/developer and designer alongside the lead researcher of the task and her team at King's College University and Hospital

BOURNEMOUTH UNIVERSITY – RESEARCH ASSISTANT
JUNE–AUGUST 2017

- Collaborated with the psychology department at Bournemouth University as a postgraduate researcher
- Lead developer for a game developed in Unity (C#) in which participants had to correctly guess icons based on a given task which was used for memory recall research

LATEST PUBLICATIONS

- The Crypt of Notation: Rote Learning through Video Games For Adult Beginner Keyboard Learners – FDG'22: The 17th International Conference on the Foundations of Digital Games
- Learning through Play; A Study Investigating How Effective Video Games Can Be Regarding Keyboard Education at a Beginner Level – FDG'21: The 16th International Conference on the Foundations of Digital Games
- Developing Games for the Purposes of Rote Learning for Keyboard and Piano - *IEEE Conference on Computational Intelligence and Games, CIG*, 2020