

# JACK BRETT

GAME DESIGNER  
& RESEARCHER

## CONTACT

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Bexhill, U.K.



## EDUCATION



**BOURNEMOUTH UNIVERSITY**  
Engineering Doctorate  
2019-January 2023



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

## EXPERIENCE

### LUMINARY ROLI - RESEARCH ENGINEER & ENGD 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

References Available on Request