

# Jackson Turner

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website: <https://jacksonturner101.github.io/>

GitHub profile: <https://github.com/JacksonTurner101>

Junior programmer with proficiency in C# and C++. Recent graduate from Hull University with a degree in Computer Science for Games Development. Completed multiple team and self-driven projects with a few notable ones being a game engine in C#, a procedural terrain generator in Unity, and Particle Simulations using Rust and CUDA.

## Work Experience

### Data Entry Operator | PA Media | October 2019 - present

Responsibilities:

- Providing live accurate updates for multiple sports games, of which, were played at the same time.
- Coordinating with live consultants at the sports games and cross-referencing this information with multiple sources to ensure the accuracy of the data being provided.
- Verifying the accuracy of data inputted by my colleagues.

### Café worker | California Gardens | November 2018 – December 2020

Responsibilities:

- Delivering high-quality service by addressing customer inquiries and providing effective resolutions.
- Handling the cash register, taking payments, and ensuring accurate and efficient transactions.
- Collaborating with team members to ensure smooth service, communicating effectively to coordinate tasks, and contributing to a positive work environment.

### IT Work Placement | PA Media | November 2017 for 1 week

Responsibilities:

- Provide help for employees who were experiencing problems with their computer systems.
- Searching through a database to find which employee's computer systems needed updating with the latest software.

## Education

- BSc with Honours in Computer Science for Games Development – 2:2 | Graduated in 2024 | University of Hull
- BTEC Level 3 Subsidiary Diploma in IT – DISTINCTION\* | Completed in 2020 | Wyke Sixth Form College Hull
- CNAT/1&2 in ICT – D2 | Completed in 2018 | Howden School

## Skills & Other

- Software development
- Code debugging
- Proficiency in C# and C++
- Experienced in JavaScript, HTML, CSS, CUDA, Rust
- Experienced with Git Version Control
- Experienced with Unity and Unreal Engine
- Teamwork and Communication
- Game systems and game mechanics

## Projects

- Created a playable demo for procedural terrain generation in the Unity game engine.
- Developed an Entity Component System Game Engine in C# and created a playable Doom inspired game with the engine.
- Particle simulations using Rust and CUDA. Rust for concurrently simulating on the CPU and CUDA for simulating parallel on the GPU.
- Collaborated with a team to design and conduct an experiment evaluating individuals' distance perception in 3D artificial environments in virtual reality.