

# Jade Eames

Junior Game Developer



Bristol, United Kingdom



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<https://jadeeames.github.io/>

## PROFILE

A second-year Games Technology student with a strong foundation in a variety of programming languages, including C++. Recognised for academic excellence with a placement on the Dean's List and ranking among the top 3 highest Games Technology first-year grades in 2021. Highly motivated, eager to tackle new challenges and passionate about game software architecture, optimisation and memory management. Possesses strong communication and teamwork skills. Seeking a placement opportunity to further enhance programming abilities and technical skills in the game development industry.

## SKILLS

Programming Languages:

C++, C#, Python, GLSL

Game Engines:

Unity, Unreal Engine

Graphics Libraries:

DirectX

Version Control: Git

Project Management Tools:

Git Issues, Git Projects,  
Trello, Gantt Charts

## ABOUT ME

Outside of my studies and work, I enjoy reading, hiking, climbing, and playing video games with my family.

My love for programming is relatively recent, as I initially didn't believe it was something I was capable of. However, my brother's encouragement led me to take a computing course at college, and I quickly discovered my passion for it.

Since then, I've embraced the challenges that programming presents and am thoroughly enjoying my studies.

## EMPLOYMENT

**The Foundry, Junior Developer | February 2023 – Current**

Invited to join The Foundry based on my academic performance and potential, I work on client projects, developing innovative solutions to meet their unique requirements.

Currently, I am contributing to the development of a virtual reality earthquake experience using Unity, aimed at gathering data +on human behaviour during seismic events. My role involves collaboration, problem-solving, and applying technical skills in Unity.

**University of the West of England, Peer Assisted Learning Leader | September 2022 – Current**

As a Peer Assisted Learning Leader, I run sessions supporting first-year Games Tech students with their studies and the transition to university. My primary responsibilities include assisting students with debugging, discussing potential solutions, and directing them to relevant sources. This role has helped me hone my problem-solving, communication, and mentoring skills, as well as deepen my understanding of game development concepts.

**University of the West of England, Room Management Assistant | September 2021 – Current**

As a Room Management Assistant, I work as part of a team to prepare the university classrooms for daily use. This involves setting up seating, testing and resolving any issues with IT equipment, training new staff members and leading small teams to prepare the university for open days. This role has allowed me to develop valuable transferable skills such as problem-solving, attention to detail, and teamwork.

## EDUCATION

**University of the West of England, Bristol, England**

BSc (Hons) Games Technology, September 2021 – Expected Graduation June 2024

- Current classification: First Class Degree (based on first-year average grade).

**Hereford Sixth Form College, Herefordshire, England**

A Levels, BTEC, and GCSEs, September 2017 – June 2021

- A Level Statistics: Grade A
- A Level Biology: Grade B
- BTEC Level 3 National Extended Certificate in Computing: Distinction\*
- 5 GCSEs, grades between 4 and 7.