Jake
Phillips-Davies

Profile

High-achieving and versatile creative with a strong foundation in both art and technology. Second year computer science student and fifth year self-educated in art and design. Has skills in object-oriented programming, web design, mathematics, physics and games design.

Passionate and enthusiastic about the projects in which I engage and dedicated to ensuring their success and quality. Works well both within teams and independently and looking forward to getting along with future colleagues.

I want to thank you for reading this far and considering me for this position.

Contacts

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https://jakephillips-davies.github.io/Portfolio-Website/

Skills

- Strong foundation and proficiency in both object-oriented and imperative programming languages such as:
  - JavaScript, Java, C and C#
  - Quick to learn and adapt to new languages
- Experienced in web development with HTML and CSS and the design process for websites.
- Experienced in game development using Unity including UI, physics, mechanics and modelling.

Education

Bangor University 2023- comp. science with games design

First year highlights:

- Mathematics for computing – 98%
- Game design – 85%
- Web tech – 95%
- OOP Java – 84%

Second year so far:

- Design document for a game, concept art, mechanics, characters
- Team app design project, agile, customer communication, teamwork

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Experience

Website development project –

Designed and developed a website for client to market their artwork online using HTML, CSS and JavaScript.

Game prototype project –

Develop in one month a prototype to showcase spaceship flight, mechanics and decorating, later implemented an n-body physics system. Involved C# and unity's UI systems.

Personal profile

As of now I spend much of my free time at home playing games, making games, drawing or going out for a walk in the mountains. I most enjoy games that challenge either my skill or creativity.

I have been self-learning art since 2019. I enjoy keeping up with other artists online and picking up new skills to improve my creative outlets in general.

New technologies and computer hardware are things I regularly keep up to date on. I particularly enjoy learning about new and impressive real-time simulation technology for games, some newer physics simulation engines in particular inspired me into making my own in my free time.

To take a break from my many "indoors" hobbies I like to go for hikes in the mountains or short walks around the local hills

Check out my portfolio website for more

https://jakephillips-davies.github.io/Portfolio-Website/