Jake Phillips-Davies

Profile

Self-motivated and versatile creative with a strong foundation in both art and technology. I am in my second year as a computer science student and fifth year self-educated in art and design. I have skills in object-oriented programming, web design, mathematics, physics and games design.

I am passionate and enthusiastic about the projects I work on and am dedicated to ensuring their success and quality. I work well both within teams and independently and am looking forward to getting along with my future colleagues.

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

Contacts

jakephillipsdavies@gmail.com

07955 390 439

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

Skills

I have a strong foundation and proficiency in both object-oriented and imperative programming languages such as:

JavaScript, Java, C and C#

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. Covering object-oriented programming, imperative programming, mathematics, web development and game development.

Ysgol Tryfan A-levels 2017-2019

Mathematics, further mathematics and physics.

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 a short amount of time a prototype to showcase spaceship flight, mechanics and decorating. 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