

James Skett

Software Engineer

Contact

Jamesskett31@gmail.com 

07810158781 

Walton-on-Thames 

[LinkedIn](#) 

<https://github.com/JamesSkett> 

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

Education

First Class Honours
Software Development (Games)
Southampton Solent University
Sept 2015 – Jul 2018

Relevant Units

Console Development (PS4)
Gameplay and Game Design
Object-Oriented Development
Advanced Games Programming
Software Systems Development

Skills

C++ programming
Object-Oriented Development
PS4 Development (3 months)
Unity
C# programming
HTML/CSS
Unreal Engine 4
App Store/Play Store Management

Work Experience

Senior Field Engineer

Eduthing

Oct 2020 – present

- Providing IT support to multiple schools onsite and working on projects like network rebuilds/switching installation.
- Being a senior, I am a point of escalation for other engineers. I also lead the onsite team during projects.

IT Support Engineer

RivaNET

Nov 2018 – Oct 2020

- Based at a school in Oxshott providing IT support ranging working on upgrading and maintaining servers to upgrading the Wi-Fi/switching systems to general classroom support.

Projects

Planet Hopper

- Developed and released a mobile game for IOS and Android with a friend of mine using Unity. We worked on this for around a year in our spare time after work.
- I worked on a range of features within the game. I handled all the App/Play store side of things making sure we had a good store presence.
- I also created a level creation tool within unity to allow us to quickly and easily create levels and use them in the game straight away.

Big-Byte

- This is the first game I developed and released along with a friend. It is a top-down survival game where you must collect items to score more points while avoiding the bad stuff.
- We developed the game in Unity and released it on the Play store.