

Jamie Covell

Games Programmer

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Portfolio: <https://jamiecdev20.github.io>

A soon to be graduating games programmer, working in C# and Unity with a passion and drive for problem solving. I am eager to learn new techniques and practices in programming whilst keeping up with new technology to create the best products that I can and deliver the best products possible.

I have been working in lots of teams on lots of projects over my time at Uni so I am quick to adapt to new environments and new working conditions. I am quick to motivate myself by finding interesting things to work on in the tasks I am tackling and pride myself if always trying to find the fast and elegant solutions to the problems I face.

Skills

Technical Skills

C# Programming

I have been doing C# for close to 4 years now, in multiple projects spanning several months.

Debugging

I have a lot of experience in debugging code that I and others have written in order to solve various problems in lots of different scenarios.

Object oriented programming

I have been using Object Oriented Programming in projects for close to 6 years now and it has become a crucial part of any work that I do in projects.

Python Programming

I have been programming in Python for almost 10 years now, working on various projects throughout education and in my own time.

Unity Engine Development

I have been using Unity for almost 4 years developing games throughout university and in my own time solving problems in code and in engine.

HTML and CSS

I have done a small amount of web development using HTML and CSS, including websites for friends and family and my own portfolio site.

Javascript

I have done a small amount of Javascript in the web development that I have done.

Maths

I have a fairly strong maths background having done maths and physics at A-level and working on maths heavy projects such as Inverse Kinematics and Physics based driving simulations.

Github

I have been working with github on projects for a while now, firstly 5-6 years ago on small personal projects with friends and then on almost every project i have worked on for the last 3 years.

Rapid prototyping

I have become very used to rapid prototyping on game projects having participated in upwards of 10 game jam projects.

Soft Skills

Team project working

I have been working in different teams on different projects over the past 3 years to create a variety of different projects. Working to solve disputes within the teams in the best way I can.

Agile development

Over this time I have been using an Agile workflow to try to make sure that we are keeping to a schedule to complete the project on time.

Communication

I have been communicating with all of my teammates as regularly as I can to ensure we are all working towards the same product vision, this is especially important in circumstances where remote working is the only option.

Education

Falmouth University - Ba (Hons) Games Development: Programming
September 2018 - June 2021

Commonweal 6th Form - A-Level Mathematics
Dates - Dates

Commonweal 6th Form - A-Level Physics
Dates - Dates

Commonweal 6th Form - A-Level Computer Science
Dates - Dates

Other Work Experience

2 Years of Bar Work

This allowed me to develop my communications and teamwork skills by working with the other bar staff and serving customers.

Freelance Games Programmer

Over a summer I worked as a freelance games developer, this allowed me to further develop communications skills when remotely talking to customers and working to deliver what they ask for.