Jamie Sweeting

Game Programmer

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Overview

I am a third year BA(Hons) - Game Development: Programming student, focusing on character controllers. From my time at university, I have gained deep experience with Unity and C#, in addition to some time with Unreal Engine and blueprints. I have also worked within multiple group projects, developing my team-working skills, particularly Version Control and Agile methodology, as well as working within a scrum structure. As a programmer, I enjoy the process of creating character controllers, and creating blockout levels to show them off with.

Skills

Programming
- C# (2+ years)
- Unreal blueprints (6+ months)

Engines
- Unity (2+ years)

- Unreal Engine (6+ months)

Industry
- Version Control
- Agile workflow
- Object oriented programming
- Level design / greyboxing

Education

Falmouth University - BA(Hons) Game Development: Programming   *Sep 2022 - present*
Learned key programming skills and workflow, as well as emulated industry practices as part of team projects, promoting version control and scrum structures.

Projects

Realistic Car Controller   **2024**
Unity, C#
Created a fully functional car controller, applying real world physics to better inform how the car would perform. Heavy focus on elements of real world driving elements such as torque, engine RPM, gear ratios and clutch performance.
UI design reflects what would be expected in a car, featuring a gauge cluster with accurate RPM needle and speedometer.

La Familia   **2024-2025**
Unreal Engine 5, Blueprints
Isometric shooter involving differing playable character abilities and weapons, involving use of object oriented programming.
Part of a team project, collaborating with 12 other students, consisting of other programmers, designers, artists and writers.