# Jamie Linnell

## GAME DEV, PROGRAMMER, DESIGNER

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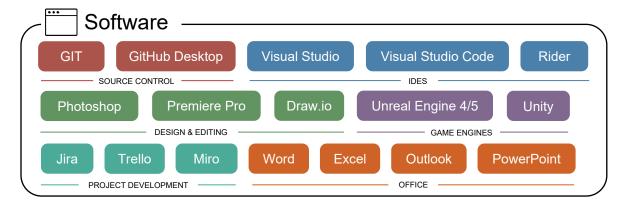
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## 📇 Portfolio

### https://jamielinnell.com/

## ⚙️ Skills

### </> Coding

| C++ | C# | UE 4/5 Blueprint | Slate | HTML | CSS | HLSL |
|-----|----|-----------------|-------|------|-----|------|

### 🗔 Software

| GIT | GitHub Desktop | Visual Studio | Visual Studio Code | Rider |
|-----|---------------|---------------|--------------------|-------|
| SOURCE CONTROL | | IDES | | |

| Photoshop | Premiere Pro | Draw.io | Unreal Engine 4/5 | Unity |
|-----------|--------------|---------|-------------------|-------|
| DESIGN & EDITING | | | GAME ENGINES | |

| Jira | Trello | Miro | Word | Excel | Outlook | PowerPoint |
|------|--------|------|------|-------|---------|------------|
| PROJECT DEVELOPMENT | | | OFFICE | | | |

## 🎓 Education / Experience

Staffordshire University September 2022 – August 2023

### Master of Science (MSc) 3D Games Design - Predicted Distinction

Staffordshire University September 2019 – June 2022

### Bachelor of Science (BSc) Games Design and Programming – First Class Degree

## 📋 University Projects

**Crash**                                                                **Master's 2023**

Created in Unreal 5, this project is a fighting game based on Super Smash Bros, it uses the Gameplay Ability System (GAS) in C++ for all the characters' abilities and attributes. The project also implements a Character Creation Tool to allow new characters to be added to the game. This tool is developed in Unreal's Editor C++ UI framework, Slate.

**Hex**                                                         **Year 3 Undergraduate 2022**

I completed my final year project in Unity and C#. I was able to create a complex procedural generation map framework and tools that were designed for 4X style strategy games such as Civilization. The project implemented all the functionality that I considered to be essential for a procedural map of this style. This included: biomes, environmental structures, height variation, procedural river generation, a world-wrap system, and more.

## Collaborative Projects & Games Jams

### Arcane Annihilation — Master's 2023

`Role: Lead-Tech` `10 Team Members` `Unreal 5` `Blueprint`

### Acquisition — Jamfuser 2021

`Role: Tech` `3 Team Members` `Unity` `C#` `3rd Place Winner`

### Celestial Viking Invasion — Wake-Up-Jam 2023

`Role: Lead-Tech` `5 Team Members` `Unreal 5` `Blueprint` `Jam Winner`

## Employment

### High Five Sports - UK — Summer 2018 - 2021

`Lead-coach for ages 5-15` `Organizing activities` `Creating a fun atmosphere for kids`

### Moana Lodge – New Zealand — March – April 2019

`Hotel receptionist` `Housekeeper` `Looking after tourists of the hotel`

## 👤 About Me

- In the final year of my A-levels I was appointed Head Boy at Stover School. This has taught me the importance of leadership & organisation, and how to mediate in challenging situations. I also developed the skills needed to motivate other people when they are lacking self-confidence.

- After my A 'levels in 2018, I decided to take a gap year to travel to Japan, Australia, and New Zealand. This gave me the chance to enjoy new cultures and engage in unique experiences such as scuba diving on the Great Barrier Reef, skydiving over the Southern Alps and experiencing different cultures and lifestyles. This experience shaped my people skills, time management and problem-solving abilities.

- I really enjoyed completing my undergraduate degree and wanted to improve my skills and explore game development further. As a result, I decided to undertake a postgraduate MSc. This allowed my knowledge and understanding to mature. For Example, creating a custom physics-based movement system based on the movement from Titanfall, utilizing the Gameplay Ability System (GAS) in C++, and developing a tool in C++ using Unreal's UI Framework Slate.

- Some of my hobbies include:

  - I am a qualified Drone Pilot; I designed and built my own racing drone which is capable of speeds of over 130mph. I race the drone around my own custom-built track.

  - I also enjoy puzzles and games such as completing a Rubik's Cube, I have an interest in learning card tricks, chess and a variety of board and video games.