‍‍Jamie Linnell

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Portfolio: <https://jamielinnell.com/>

# About me

* I recently finished my undergraduate degree in BSc. (hons) in Computer Games Design and Programming, achieving a first-class degree.
* To further my skills and understanding I’m continuing to study a postgraduate degree in 3D Games due to finish in September 2023.
* I am a great team player who is more than happy to work on my own.
* After my A’ Levels, I travelled for a gap year. This included Japan, Australia, and New Zealand.
* Some of my hobbies include:
* In May 2020, I qualified to be a registered Drone Pilot, designed, and built my own racing drone.
* I also enjoy puzzles and games such as completing a Rubik’s Cube, have an interest in playing card tricks, Chess games and a variety of card and board games.

# Education

Stafford University 09/2019 TO 05/2022

* MSc. 3D Games Design Pending
* BSc. (Hons) in Computer Games Design and Programming First Class Degree

### Modulus

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| --- | --- | --- | --- |
| **Year 1 (Level 4)** | | **Year 2 (Level 5)** | |
| Intro to 3D Games Engines: | 85% | Advanced 3D Games Engines and Scripting: | 90% |
| Intro to Games Design: | 96% | Indie Game Development: | 75% |
| Rapid Games Prototyping: | 67% | Further Games and Graphics Concepts: | 81% |
| Games Engine Creation: | 81% | Junior Collaborative Games Development: | 78% |
|  | | | |
| **Year 3 (level 6)** | | **Masters (level 7)** |  |
| Individual Games Technology Project: | 98% | Advanced Character Prototyping: | 86% |
| A.I. Scripting for Games: | 99% | Advanced Games Environment Design: | 94% |
| Advanced Games Technical Design: | 95% |  |  |
| Senior Collaborative Games Development: | 82% |  |  |

# Skills & Abilities

* In the final year of my A-levels I was appointed Head Boy at Stover School. This has taught me the importance of leadership & organization of myself and others with how to mediate in challenging situations. I also developed the skills needed to motivate other people when they are lacking self-confidence.
* I completed my final year project in Unity and C#. As I am proficient with both, I was able to create a complex procedural generation map framework that was 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 throughout the map, procedural river generation, a world wrap system and more.
* I am skilled in Unreal Engine 4/5, especially with Blueprint. However, I am also able to use C++ within Unreal to program features & tools that need the precision and control of C++. For example, I created a tool in C++ for Unreal 4 which created items and recipes for a crafting and inventory system based on Minecraft.
* I have also had experience using C++ with DirectX 11 to create a graphical and physics framework. I was able to learn the basics of HLSL, the DirectX graphics pipeline, and rigid body underlying physics.

# Career Experience

**Games Jams**

* Global Games Jam 2020, 2021, 2023
* Jamfuser 2021 where we created a game called Acquisition, the results of this jam were our team coming 3rd overall and the game was later showcased at Proto-Play
* Masters Jam 2022, during the start of my masters we all partook in a games jam and created a very fun infinite runner themed around running through the university.
* Tri-Jam 3-hour games jam 2023 my team create a Mario party style game to fight all other players off a platform until the last remaining player.
* Wake Up Jam 2023 our team create a 3rd-person tower defense game that won the games jam