

Jonny Shaw

Game Programmer

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Dundee, UK

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Career Statement

I am currently studying at Abertay University for a Professional Masters in Games Development in the discipline of programmer. Having always had a passion for games and their development I decided to pursue this degree last year and have enjoyed the course immensely. Previously I have worked as a digital artist and graphic designer where I developed professional skills including collaborative team work, self-organisation and an ability to adapt and learn quickly in various environments. I am eager to enter the games industry and build on my Masters success - I would love to do this at Build a Rocket Boy. I believe my skill set, past professional experiences and outgoing nature would make me an ideal fit.

Skills

I carry out tasks methodically with a particular emphasis on completing them on time and to a high standard. I have the willingness and ability to learn quickly and improve my skill set.

I have the following skills, and experience in:

- C#
 - C++
 - Lua
 - Unity Engine
 - Unreal Engine
 - Interface design and implementation
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Career History & Relevant Experience

Professional Masters In Game Development / Programmer

SEPTEMBER 2018 - PRESENT, University of Abertay, DUNDEE, UK

I worked with teams of peers to create game projects. In this capacity I worked as the sole programmer for the projects and handled implementation of all gameplay features and assets in the Unity engine. All scripts were programmed in C#. I also worked closely with the audio designer to implement Wwise middleware functionality. The projects are directed by industry professionals who give constant feedback on the technical, behavioural and procedural aspects of my work. Grading within the masters is intended to represent readiness to work in the industry and currently I am projected, by tutors, to achieve an A+ final grade.

Crucial Visual Communications / Digital Artist

NOVEMBER 2014 - JULY 2016, MONTROSE, UK

Shortly after graduating I was offered a position in a small and tight knit

creative studio. Very quickly I was responsible for many of my own projects as well as collaborating with colleagues on larger ones. These varied from trade show apps to elevator pitches and physical print installations. I would engage with clients directly to make sure work was completed to the highest standard and on schedule, regularly advising on ways their projects could be developed.

Petrofac Training / Intern Graphic Designer

MAY 2012/13 - SEPTEMBER 2012/13, ABERDEEN, UK

During my summer breaks at University I worked as an intern graphic designer at one of the world's largest offshore training companies. I worked closely with subject matter experts to update and redesign the visuals for a large number of training materials. Based on a successful run, I was asked to return the following summer.

Royal Bank of Scotland / Private Banking Officer

FEBRUARY 2017 - JUNE 2018, MANCHESTER, UK

Whilst living in Manchester for two years I worked as a private banking specialist in the RBS group. This role involved helping a number of different clients on a one to one basis, often moving large sums of money both domestically and internationally. Being personable and capable allowed me to perform consistently well throughout my time here and I was a key member of the team.

Education

Abertay University / Professional Masters In Game Development

SEPTEMBER 2018 - PRESENT, University of Abertay, DUNDEE, UK

Please see '*relevant experience*' section.

Robert Gordon University / BSc Computing (Graphics And Animation) With Second Class Honours (1st Division)

SEPTEMBER 2010 - MAY 2014, ABERDEEN, UK

In my undergraduate program I had a focus on Computing in the creative arts, studying visual design fundamentals and interfaces, core programming skills in Java and C++ as well as 3D modeling and animation.
