

Jonathan Marx

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Professional Profile

A hard-working and enthusiastic BSc Computing for Games student with a good understanding of various programming languages including C++, C#, Python and Javascript. During my time at university I have learnt to work well in teams and as an individual through working on lots of different projects. Each year I had a large team game project, for two of the years I used unreal engine 4 and developed a good understanding of the engine, particularly blueprints. I have also used unity for some projects, including a small game for the Microsoft HoloLens.

Education and Qualifications

BSc BSc Computing for Games (Falmouth)

A Levels Maths
Computing
Psychology

GCSEs Maths
English
Science
IT
Statistics
Media Studies

Graduate Projects:

- **Squid Vs Eel** - A simple 2-player couch competitive game made using pygame.
 - **Kuthwala** - A 3D adventure puzzle game developed in unreal engine 4.
 - **FingerSkate** - An endless runner style skateboarding game in which you control the game using a Finger Skateboard (A very small skateboard), developed in unreal engine 4 with the use of an arduino.
 - **Get Puck'd** - A top-down couch competitive multiplayer deathmatch set on ice, developed in unity.
 - **Capsule Apocalypse** - An augmented reality waved based survival game developed for the HoloLens in unity.
 - **ShootyShootyDodgyDodgy** - A simple HTML5 Canvas Javascript game in which you shoot enemies and dodge there shots.
 - **NESsassins Creed Origins** - An NES demake of assassin's creed origins made in 6502 assembly.
 - **Alt-West** - A single-player western first person shooter game developed in unreal engine 4.
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Associated Experience

Education First — Intern

July 2015

This was a one week unpaid work experience at Education First, an international education company that specializes in language training, educational travel, academic degree programs, and cultural exchange. I worked alongside the website development team and learnt the basics of HTML and CSS and used these skills to make a mock website. This further improved my ability to work well individually and communicate effectively in a professional environment.

Other Experience

McDonald's — Crew Member

May 2017 - December 2018

A crew member responsible for providing a high quality experience for our guests, by welcoming guests to the restaurant, taking their orders at the till, cooking and preparing their food and presenting them with their order.

Duties include:

- Welcoming guests
- Taking orders at the till
- preparing orders
- cooking and assembling food
- Ensuring kitchen is kept stocked up (food boxes, chicken, beef, clean cloths, food toppings etc)
- Ensuring the kitchen is kept clean (sweeping and mopping floor when necessary)
- Working as a team to provide the best experience.

Grey Court School — *Painter*

2 weeks in July 2016

Worked in small groups to paint school classrooms and corridors. This gave me good experience working as a team to complete a big job.

The Kids' Bike Camp — *Assistant Instructor*

2 weeks in April 2016 and 2 weeks in August 2016

Worked with a team of instructors to teach young children to ride their bikes as well as supervising them throughout the day.

Skills Summary

Programming:

- C#
- C++
- Javascript
- Unreal Blueprints
- Python

Engines:

- Unreal
- Unity

Other Skills:

- Working in a multidisciplinary team
- Version control
- Agile development
- Working in a studio

Other / Personal Details

Interests include: Fitness and exercise, cycling, playing football, skateboarding, spending time with friends and family.

REFERENCES ARE AVAILABLE ON REQUEST