

SAMUEL E. JACKSON

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Portfolio: rinkail.github.io

References available on request.

PERSONAL STATEMENT

I am a hardworking, self-driven individual who will complete tasks allocated to the best of my ability. In the case find myself lacking I will push myself to learn and improve myself to be able to complete the task at hand.

My greatest strengths include problem-solving skills and the drive to better myself to solve any problem provided. During University I pushed myself to complete tools that would prove to be powerful assets in group-based projects.

EDUCATION

BSc (Hons)	Staffordshire University, Games Programming Graduated Second-Class, 1 st Division	July 2022
DipHE	South Gloucestershire and Stroud College, L3 Creative Computer Games Design, Graduated Distinction.	May 2018
BTEC Lv2	Clevedon Sixth-Form Business Studies	July 2016
GCSE	Clevedon Secondary School Math's, English, Computing, Art. (C)	July 2015

LANGUAGES

- C++
- C#
- HTML
- CSS
- Lua

INTERESTS

My interests include but are not limited to Computers and Technology, Tools Programming, Games and software development, Procedural Generation, Tech Art.

EXPERIENCE

Staffordshire University – Final Year Project

Unreal Engine 4 – How Procedural Generation can improve the level-design workflow.

I worked as a Solo Developer to Pitch, Research, plan, implement and present a Procedural Generation plugin for Unreal Engine 4.

Highlights:

- Heavy project management and research.
- Completing work to a strict deadline
- Presented my findings and implementation through a Viva.

Breakdown:

-Languages: C++, Blueprint (Visual Scripting Language), Slate.

-Skills: Project-Management, Time-Management, Research.

Staffordshire University – Necrodoggiecon (2022)

Custom Engine/Editor – Top-Down action game.

I worked in a 10-Person group to Plan, Develop and Implement a Custom 2D Game Engine and accompanying game. My responsibilities included designed and implementing the User Interface classes, Level Class and Level Editor Systems.

Highlights:

- Working in a group with multiple disciplines and varying levels of skill.
- Debugging and profiling of core features.
- GitHub Source control, branches for each feature with code reviews before merge.

Breakdown:

-Languages: C++

-Skills: Project-Management, Problem-Solving, Time-Management, Research, Debugging.
Source Control

Self-Published – Voxel Tower-Defense (2022)

Unreal Engine 5 – Tower Defense

I completed and released a Tower-Defense game to the Itch.io marketplace.

Highlights:

- Designed with content creation and code maintenance in mind.
- Easy to extend, designed with non-programmers in mind.

Breakdown:

-Languages: C++, Blueprint (Visual Scripting Language).

-Skills: Project Scoping, Time-Management, Project-Planning.