

# SAMUEL E. JACKSON

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Portfolio: [rinkail.github.io](https://rinkail.github.io)

References available on request.

BS21 5BB

Clevedon, 99 Kenn Moor-Drive

## PERSONAL STATEMENT

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I am a hardworking, Self-driven individual who will complete tasks allocated to the best of my ability. Even when lacking I will push myself to learn the required skills and to solve the problems at hand. This Self-Driven mindset is what I consider one of my greatest strengths. During University I focused on creating tools to support my fellow students during projects.

## INTERESTS

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Outside of the Games and Development, I enjoy drawing, reading, and watching F1 over the weekend with my mates. When it is not a Race weekend, I play D&D where I *occasionally* cause problems with my Wild-Magic Barbarian!

## PROFICIENCIES

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- Unreal Engine [C++ / BP]
- C++17 stdlib
- Unity

## LANGUAGES

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

## EXPERIENCE

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### *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

### *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 game. I was responsible for Designing and implementing the Editor and UI Classes.

### *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

### Staffordshire University – Low-Level Games Programming (2021)

*Optimizing a Ray-Tracer Application*

I worked to optimize a Ray-Tracer application through the usage of Memory management, Algorithmic and Threading Techniques.

### *Highlights:*

- Debugging and Profiling to identify key optimization targets.
- Threaded Output / Rendering
- Custom Memory Allocator and Deallocators.

### *Breakdown:*

**-Languages:** C++

**-Skills:** Time-Management, Profiling, Optimization.

## EDUCATION

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**BSc (Hons)**

Staffordshire University,  
Games Programming  
Graduated Second-Class, 1<sup>st</sup> Division

July 2022