

# Scott Simpson

Games Programmer

## EMAIL

[scottjamsdev@gmail.com](mailto:scottjamsdev@gmail.com)

## LINKEDIN

<https://www.linkedin.com/in/scott-simpson-ab6254252/>

## EXPERIENCE

### Programmer — Coatsink

2 Years: February 2024 - Current

- Lead Developer on the online multiplayer Unity game [Ready, Set, Cook!](#)
- Collaborated directly with Meta, using new Facebook APIs to implement social features such as Tournaments.
- Lead the development of a new single-player version of the game from inception to release, collaborating with Production, Design, Art, Audio and QA departments.
- Performed DevOps tasks, including full responsibility for maintaining the live Node.JS game servers hosted on AWS.
- Mentored an intern, assigning them tasks, engaging in code reviews, and providing feedback throughout their employment.
- Worked in an Agile environment, using Git for version control and pull requests to contribute to the codebase.

### Programmer — Various Projects

2 Years: January 2022- January 2024

You can view my full game development portfolio at <https://scottjams.github.io/>.

I worked on gameplay systems across several projects, with a focus on Gameplay Programming, UI Programming and Systems Design.

## PORTFOLIO

Games Portfolio

<https://scottjams.github.io/>

GitHub

<https://github.com/ScottJams>

## PROGRAMMING LANGUAGES

- C#
- Javascript
- Objective C/Swift
- C++

## SOFTWARE & TOOLS

- Unity
- AWS
- Node.JS
- Git
- Jira
- Confluence
- Teamwork Suite
- Unreal Engine

### Junior iOS Developer — Evoke Systems Ltd.

2 Years: December 2018-November 2020

Developed enterprise iOS applications for clients including EasyJet, DHL, Jet2, TUI, and Ryanair.

## EDUCATION

### University of East Anglia — BSc (Hons) Computing Science

Final Project: Tuning of game parameters to create interesting games.