## Jack Gilbride

### Games Programmer

#### **Jack Gilbride**

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I'm a second year student currently studying at Bournemouth University, I achieved my place here with an academic excellence scholarship as a result of achieving a triple distinction in my extended diploma. I received three unconditional offers one of which was Bournemouth, two conditional offers and at least one more scholarship opportunity. During my time at Bournemouth I have served as the student representative for my seminar group two years running. I have a wide range of technical skills, most importantly a firm grasp of C++, C# and Python. I have self published my first commercial game on Steam, an action roguelike developed in Unity using C#. I have been working on games in various engines since the age of nine. I am extremely excited to be starting work in the industry with its leaders and innovators.



**Education** 

**BU** Bournemouth University / BSc (Hons) Games Software Engineering SEPTEMBER 2018 - JUNE 2022

I am currently in my second year of study at Bournemouth University, during my studies so far I have been lucky to have the opportunity to attend many talks with professionals in the industry as well as travel to various events such as <u>EGX</u>. I have also been able to have one to one support from academics with decades of experience and so far it has been extremely educational.

As part of my studies I have covered modules such as:

- Mathematics for Computer Graphics
- Object Oriented Games Programming
- Ai Game Programming
- 3D Graphics Programming
- Physics for Games

During my third year I will cover more modules such as:

- Graphics and Computational Programming
- Game Engine Programming

I have also served as the student representative for my seminar group both years that I have attended Bournemouth University, this has allowed me to interact with my peers in a formal manner and allow their voices as well as mine to be heard.

# **Weymouth College** / BTEC L3 Extended Diploma Information Technology

**SEPTEMBER 2016 - JUNE 2018** 

I studied at Weymouth College and achieved a grade of DDD (Triple distinction) which equates to 120 UCAS points, this secured me an Academic Excellence Scholarship at Bournemouth University.

During my two years at Weymouth College I served as one of my tutor group's student reps along with another student, we consulted each other and worked effectively as a team to improve our classes learning experience.

The Wey Valley Academy / 9 GCSEs A\* - C including English Literature, English Language and Mathematics

SEPTEMBER 2011 - JUNE 2016

### **Experience**



### **& Cybrus** / Self Published Project

June 2018 - PRESENT

Cybrus is an action roguelite game I started working on for a game jam in mid 2018, during that summer I expanded and refined the game before later releasing it on Steam.

I used **Unity** and **C#** scripting to create the large majority of the game and then used a combination of C# and C++ when integrating with the Steamworks API.

During the process I learned many valuable skills such as time and community management as well as being given a much deeper look into other aspects of the industry that I hadn't previously explored (visual design, marketing and project management etc.)

View the Steam page for Cybrus here!





Academic Excellence Scholarship at Bournemouth University

2018



John Jenna Shield for High Achievement in ICT

2016



**Bronze Duke of Edinburgh Award** 

2015