JACK FLETCHER

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Technical Skills

Languages: Python, C#, JavaScript, SQL, HTML, CSS, Matlab, Java
Technologies: Git, Oracle SQL, Visual Studio Community, Pycharm, Visual Studio Code, Unity, Linux (Ubuntu, Parrot OS), React, React-Native, Docker, Microsoft Remote Desktop, Hyper-V, VirtualBox, Confluence, JIRA, Fisheye

Experience

Jagex | Remote   September 2022 - Current
Junior Content Developer / RuneScape
- Developed various game content for RuneScape; utilizing both game needs and business requirements
- Worked closely with other disciplines to scope and detail project requirements

Synertec | Remote   October 2020 – July 2021
Implementation Consultant / Commercial Sector
- Developed routing rules and visuals for customer documents using a proprietary programming language
- Responsible for integrating initial release of Genesis software with our new customers' configuration and coordinating with the Systems Support team on software limitations

Projects

RuneCom   January 2022 – May 2022
Technology Stack: JavaScript, React Native, CSS
- Developed a utility application for iOS and Android; aimed at RuneScape 3 players
- Used public API endpoints to gather data and async-storage for local data storage

Pybot   June 2020 - Current
Technology Stack: Python, Discord.Py
- Scrapes user data from a given website and formats it for use within the Discord application
- Implemented automated web scraping with SQL and BeautifulSoup

Necromancer Game VR   January 2020 – May 2020
Technology Stack: C#, XML, Unity
- Integrated SteamVR and OculusVR into a tower defence game
- Developed all major systems, including a waypoint-based navigation system and sight-based AI pathfinding

PEC-Application   January 2019 – April 2019
Technology Stack: C#, Unity
- Lead the design element of a three-person Scrum team to project completion
- Facilitated communication between the primary stakeholder and the development team

Education

Staffordshire University   September 2021 - September 2024
Master of Science in Computer Science, Currently achieving and expecting a 1st / First Class Honours
University of Plymouth   September 2016- July 2020
Bachelor of Science in Computing & Games Development, 2:1 / Second Class; First Division