

Jack

Winchester

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Mob: 07718188187

Core Skills

Languages

C#
Python
Java
HTML
CSS
JavaScript

Software

Unity
Blender
Aseprite
Blockbench
Godot

Academic Experience

Game designer, developer and artist.

Game Jam platformer game.

17th Nov 2025 (Solo)

- Designed the basic gameplay loop
- Developed a basic physics and movement system for the player
- Designed the look of the player and the elements in the game
- Created the UI

Gameplay designer and artist.

Gyroscopic camera control showcase.

26th May 2025 (Solo)

- Developed gyroscopic camera and gravity controls
- Designed background and foreground elements

Interests

Drawing

Developing Engines

Worldbuilding

Game Jams

Education

September 2024 - Present

Winchester University- BSc Immersive Technology (3-year degree)

Currently studying the theory and practice behind developing video games, developing skills in technology, and creative development.

September 2017 - July 2024

Thomas Tallis School, Blackheath - GCSEs and A-Levels

A-Levels: Physics, Maths, Computer Science

GCSEs: Design and Technology, Computer Science