

# Jack

Winchester

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## Core Skills

Languages	Software
C#	Unity
Python	Blender
Java	Aseprite
HTML	Blockbench
CSS	Godot
JavaScript	

## 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