

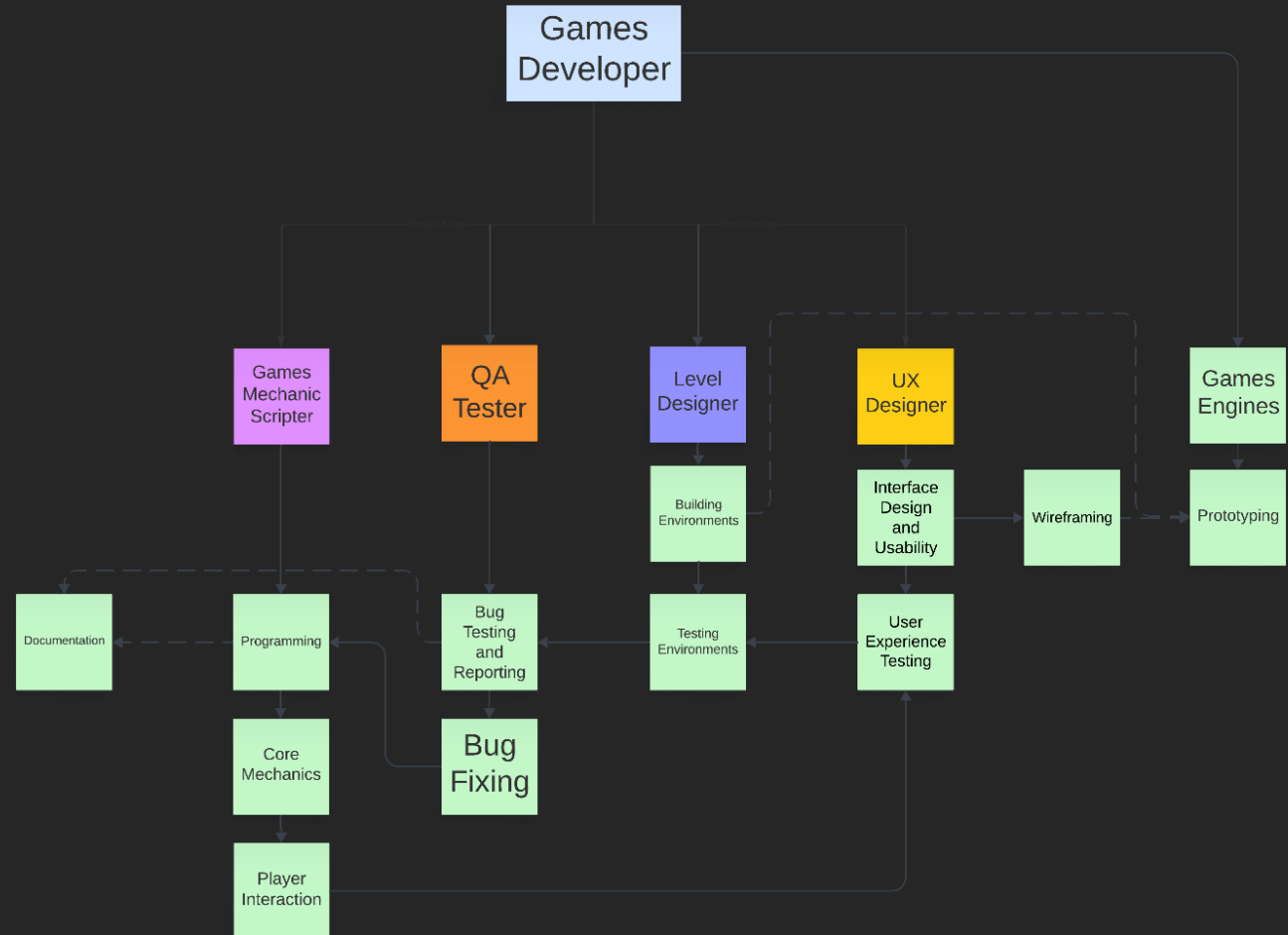
Jacob Villard

Games Developer / Games Mechanic Scripter / User
Experience Designer

//Adjectives: Passionate, Punctual, Communicative,
Adaptable, Collaborative, Reliable, Inclusive

What I want to communicate:

Passion for games and the work that I produce.
 Ability to work both independently and in a team environment.
 Experience of working in an industry style work environment.
 Proactiveness in achieving goals.
 Adeptness in software and 10 technology required for game development.
 Ability to take feedback or give it in order to improve the work quality.
 Strong leadership skills.
 Comfortable with my role and the work I output.
 Understanding the pressure others may be under.
 Knowledge of agile methodologies and related practices.
 Knowledge of coding and coding practices to ensure readability and efficient production of code.
 Desire to increase my knowledge base in terms of theory and experience.
 My ability for creative problem solving.



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public string XStatement = "I would present myself as  
an innovative, creative and passionate game designer  
with an advanced scripting knowledge, UX design  
experience and technological competence that is  
committed to working within the games/ technology  
industries capable of rapidly prototyping various  
deliverables. I am able to work in a team within agile  
methodologies and following game design pipelines and  
truly enjoy making a great experience for end-users  
and would consider my speciality to be in that area"
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public string Cover = "I have always been fascinated with video games; the ability to do anything, go anywhere and be anybody. My interest has only deepened as I have learnt about these experiences and how to create them. I find enjoyment in creative problem solving which has led me to improve my skills as a game mechanic developer. Additionally, I am also keen about the creative side and in crafting a pristine user experience that elevates the game feel. This has led me to taking gaining more experience in the duties of other roles namely level design, UI/UX design and QA . During my time at university, I have developed professionally using agile methodologies to work in sprints within a team environment. My time at university has refined me as an indivual allowing to work under pressure, against deadlines and with complex personalities to achieve an end goal deliverable from start to finish. These experiences have refined my existing skills allowing me to rapidly prototype mechanics and design that can meet client requirements and expectations of a creative director that lead to an end result that I can take pride in. I have also learnt and practiced important leadership skills such as decisive decision making, managing scope, managing feedback and keeping team morale high with team-building sessions, during this time I developed my professional persona and learned in keeping it separate from my personal persona. I am driven to create these experiences for end-users as a result of my passion for video games by use of theory and extensive testing. I believe that my skillset combined with my experience can make me an asset in any business and bring my passion to achieve wider business and creative goals. I would be grateful if you would grant me the opportunity of an interview to discuss further what I could bring to your business."
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