JACOB VILLARD

Game Designer & Developer | Unity | Unreal

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SUMMARY

I'm a technically skilled game designer and developer with hands-on experience in Unity and Unreal Engine. With a strong grasp of both programming and design, I specialize in gameplay systems and UI/UX development.

EXPERIENCE

Lead Game Programmer

Scopeium Studios

📅 09/2024 - 04/2025   📍 Manchester, UK

- Directed programming efforts for Steam game launch, delivering final build within a strict 6-month timeline; coordinated with marketing team to ensure alignment of in-game content with promotional materials.
- Designed and implemented core gameplay systems including the enemy AI state machine, inventory logic, item system, and a robust save/load framework.
- Spearheaded performance optimization, reaching over 100 FPS in high-density scenes (20M+ triangles) using LODs and Unity Profiler within a tight two-week window.
- Managed complex game systems through modular code architecture and coordinated sub-team pipelines, improving team efficiency and code maintainability.
- Supported production through project documentation and team task tracking, contributing to smooth milestone delivery and sprint review cycles.

Esports Professional

Freelance

📅 07/2023 - 04/2025

- **Casted** and analyzed competitive matches for Valorant, providing insightful play-by-play commentary and tactical breakdowns. Often directly involved in assisting the production side.
- **Observed** for tournament organisers in games such as Valorant.
- Took on multifaceted roles in esports teams, including **player, coach,** and **manager**, ensuring strategic growth and peak performance through regular scrimmage and social media management.

Chef

Zumuku Sushi

📅 12/2021 - 03/2024   📍 Bolton, UK

- Cross-trained in front and back-of-house operations, gaining skills in team coordination, multitasking, and managing high-pressure environments.
- Proactively pursued a Level 3 Food and Hygiene certifcate.
- Developed early leadership experience managing rush hours, teaching junior staff, and handling customer interaction.

EDUCATION

Bsc Hons in Games Design and Production

University of Salford

📅 09/2023 - 06/2025   📍 Salford, UK

- Modules include: Game Development Foundations, Human-Computer Interaction, Advanced Gameplay Systems, Game Engine Programming, Final Project Development, and Practice-Based Dissertation.

KEY SKILLS

💬 Programming Languages

Proficient in **C#** (Unity), **C++** (Unreal Engine), and **Blueprint Visual Scripting**. Familiar with **JavaScript**, **Python**, **HTML**, and **CSS**.

⭐ Development Environments & Tools

Experienced with **Visual Studio**, **Rider**, **GitHub Copilot**, and **ChatGPT**-assisted workflows. Confident using **Git**, **GitHub**, and **Plastic SCM** (Unity Version Control) for team collaboration and version management.

💡 Game Engines & Systems

Skilled in **Unity 6** and **Unreal Engine 5**, with experience in:
- Physics Systems & Materials
- AI Behavior Trees and State Machines
- Networking/Multiplayer Setup
- UI/UX Implementation
- Animation Systems
- Visual Scripting (Blueprints)

🚩 Agile & Project Management

Experienced in **GDDS** and **Agile methodologies** including **Scrum**, **sprint planning**, and **iterative prototyping**. Used **YouTrack**, **HacknPlan**, and other PM tools to manage development pipelines and tasks. Able to clearly articulate design ideas, run presentations, and communicate through platforms such as **Zoom**, **Teams** and **Discord** across interdisciplinary teams.

💎 Design Tools and Content Creation

Proficient in **Blender** for modeling and texturing, **Adobe Photoshop** and **Photopea** for graphic editing, and **Substance Painter** for texture work. I edit videos in **DaVinci Resolve**, handle audio cleanup in **Audacity**, and capture content using **OBS Studio**. I'm also confident using the **Microsoft Office** Suite, **Figma** and **LucidChart** for documentation.

COURSES

IN4 Unreal Game Developer Bootcamp

Covered key areas of Unreal Engine including physics-based gameplay, UMG UI, audio integration, Blueprint scripting, AI (Blackboards & Behaviour Trees), C++ basics, VFX optimization, and Agile project development. Delivered in industry-style sprints with weekly technical assessments and a final industry presentation.

EDUCATION

HNC in Digital Technologies Games & Animation
Bury College

📅 09/2022 - 06/2023   📍 Bury, UK

- Studied Game Development, Animation Principles, Big Data & Visualisation, and Cybersecurity.

Level 3 National Extended Diploma in Computing
Bury College

📅 09/2020 - 05/2022   📍 Bury, United Kingdom

- Focus areas: Object-Oriented Programming, Game Development, Mobile Apps, Software Design, and Systems Analysis.