

# Jacob Beaumont

Game Developer

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## RELEVANT EXPERIENCE

### *Freelance Mobile Game Developer*

September 2023 - PRESENT

#### Currently:

Building a simple tower defense game in Unity C# to show proficiency in the engine/language as well as programming patterns and UI. Its current version can be found on my [GitHub](#).

#### Previously:

Built and published a large 2D video game in the Construct3 game engine for mobile devices called Asteroid Emperor.

Solely responsible for all game design, art, programming, and testing for the project.

Gained valuable skills in managing a large project over a long time period as the game grew in size and complexity.

Learned the ins and outs of deploying an application to mobile devices as well as developing a game for cross-platform.

Released the game to the [Play Store](#), [App Store](#), and [itch.io](#).

Earned over 500 downloads between the stores, a positive rating on [AppRaven](#), and received a positive review by [SNAPP](#).

### **Archeosoft Inc**, Fredericton — *Unity Developer*

May 2022 - August 2023

Collaborated to implement a Unity C# solution to seamlessly integrate with Firebase, enabling the application to perform real-time data management and image storage.

Designed and implemented intuitive user interfaces within Unity to facilitate data entry and interaction for end-users.

Developed a specialized drawing tool within Unity tailored for archaeologists, empowering them to create detailed diagrams of dig sites with precision and efficiency.

Responsible for the design and implementation of robust data exportation systems within the software, ensuring seamless conversion of raw user-entered data into standardized formats.

## SKILLS

C#

Unity

Java

HTML/CSS

C++

UI Design

Mobile App Publishing

Web Development

Linux

JS

Game Design

Pixel Art

2D Animation

Video Editing

## RELEVANT LINKS

[LinkedIn](#)

[Twitter](#)

[Github](#)

### [Outwit Adventures](#), Saint John — *Mobile Game Developer*

September 2020 - December 2020

Developed multiple small mobile AR games in unity.

Responsible for the development and testing of the unity scenes assigned to me including the creation of all assets required for the game.

### [LiveKool Media](#), Fredericton — *Mobile Game Developer*

September 2019 - March 2020

Responsible for the creation of small mobile games for the company including all art, assets and design direction.

Headed the development of a larger game for advertisement purposes for a product (Work Water).

Met with possible clients about our services and explained complex technical issues in easy to understand terms.

Designed and implemented intuitive user interfaces for the application.

### [UNB Teaching and Learning Services](#), Fredericton — *Junior Instructional Technology Specialist*

May 2019 - August 2019

Developed a polling program in python for UNB's D2L that adjusts questions automatically on a monthly basis.

Constructed a prototype progress bar for D2L using Valence API for use by students and professors at UNB for tracking student progress in their courses.

Helped with small tasks such as updating the Teaching and Learning Services website as well as project research for my supervisors.

## EDUCATION

### **Centennial College, Scarborough**— *Game Programming Fast Track with Co-op*

September 2025 - May 2027

### **University of New Brunswick, Fredericton** — *Bachelor of Computer Science with Co-op Designation*

September 2017 - October 2023

## ADDITIONAL WORK EXPERIENCE

### **St. Louis Bar & Grill, Lower Sackville** — *Bartender/Supervisor*

April 2024 - Present

**Collaboration & Teamwork:** Worked closely with kitchen staff and

management to ensure smooth operations, illustrating an ability to collaborate in fast-paced, high-stakes environments.

**Customer Communication:** Consistently delivered excellent customer service, effectively communicating with diverse clientele and adapting to their needs—skills valuable for understanding and communicating complex requirements in a technical setting.

**Attention to Detail:** Managed orders and inventory accurately, showcasing strong attention to detail.