CONTACT

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📍 Greenwich, London

EDUCATION

September 2022 - Present
UNIVERSITY OF GREENWICH

- BSc Games Design and Development

September 2020 - July 2022
BHASVIC SIXTH FORM COLLEGE

A-Levels in:

- Computer Science - B
- Mathematics - B
- Psychology - B

SKILLS

Software:

- Blender
- Unity
- Adobe Photoshop
- Adobe Premier Pro
- VSCode
- Git

Coding:

- C#
- C++
- C
- Java
- Python
- HTML
- CSS

JAMIE LILLINGTON

3D AND VFX ARTIST

I'm a Games Development Undergraduate student at the University of Greenwich, specialising in VFX and 3D modelling. I have strong teamwork, communication and task prioritisation skills which I have attained from attending all four of the game jams that the University has hosted, working in groups of 4-8. This has also increased my understanding of tools such as Git, Unity and Photoshop. I am also the Treasurer for the relaunched UoG Games Development Society.

PROJECTS

Electronics Designer NOVEMBER 2023 - JANUARY 2024
Nuclear Reactor game | Group Project | Arduino, Unity, C++

- 3D Co-op Nuclear reactor puzzle game with a physical controller
- Inputs included 52 push buttons, a 7-segment display and rotary dials
- My role was to create the physical controller which included wiring and soldering all the components as well as creating the casing.
- Used the Arduino IDE (C++) to test components
- Asked by module leader to present an upgraded version at the end-of-year show.

Content Integrator and Programmer August 2023
OrganSweeper | Group Project (GameJam) | Unity, C#, Photoshop

- 2D hospital puzzle game created over 3 days with 3 of my class mates.
- My role was importing assets within to unity and ensuring they had the correct formatting.
- As well as this I contributed ideas with the rest of the group and programmed the initial organ system.

3D Artist January 2023 - April 2023
Georgian Street Scene | Solo Project | Blender, Unity

- Created modular Georgian Town houses in Blender which were then imported into Unity to create a Unity Project.
- Used a variety of modelling techniques: Boolean, NURBS, Array, Extrude, etc.

Game Designer January 2023 - April 2023
Anti-Sailors | Solo Project | Unity, C#, OOP

- 2D top-down pirate shooter incorporating OOP principles.
- Polymorphism and inheritance were used to create enemy ships.
- animations utilised Unity's blend trees.
- all assets were created by me.

EXPERIENCE

UoG Games Development Society   November 2023 - Present

- I helped to restart the Games Development Society with 5 of my Colleagues.
- My role is Treasurer, which means managing the society funds. For example, creating ideas for fundraising events and also deciding where our money should be spent
- Along with the rest of the committee, I also help with event planning and hosting
- In a previous event, I created a 3D-printed medal for the winner of a tournament

HOBBIES AND INTERESTS

- Playing chess online and against my friends
- Hanging out with friends and playing D&D
- Working on new ideas for the Games Development Society
- Playing video games with my friends e.g. Lethal Company, Minecraft, League of Legends
- Listening to Science Podcasts e.g. Huberman Lab, Lex Fridman Podcast
- Recreating random things in Blender, this could be a friend's 2D art, objects in my room or someone else's 3D model