Jamie Lillington

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I'm a Games Development student at the University of Greenwich, specialising in 3D Environment & Character modelling roles. I have strong teamwork, communication, & prioritisation skills which I have attained from participating in game jams that the University has hosted, being on the committees of multiple societies & working on personal projects.

Education

**University of Greenwich	London, UK**	**Sep 2022 - Present**

BSc Games Development and Design 2nd Year
Modules: 3D modelling (**Blender**), 3D Animation Techniques (**Blender**), Game Engine Rendering Techniques (**Unity**), Object Oriented Programming for Games and Digital Media (**Unity** & **C#**), Agile Development with SCRUM (**Axure**)

**BHASVIC Sixth Form College	Brighton, UK**	**Sep 2020 -Jul 2022**

A-Levels in Mathematics (B), Psychology (B), & Computer Science (B) (**Python**, **Unity**, **C#**)

Experience

Vice President of the University of Greenwich Games Development Society	**Sep 2024 - Present**

- Planned 12 weekly events including collaborations with societies, such as F1 Society
- Arranged and chaired meetings for details and marketing of each event

Treasurer of the University of Greenwich Games Development Society	**Nov 2023 - Sep 2024**

- Reinstated the Games Development Society with 5 peers from the course
- Budgeted the society fund, keeping track of expenses, and managing communication regarding finances
- Prepared and led fund-raising, social, & academic events for 70 members
- Designed & 3D-printed a medal for the winner of a tournament (**Blender**)
- Created multiple ads to promote events around campus (**Adobe Premier Pro** & **Photoshop**)
- Awarded the Best New Academic Society of 2023-24 Academic Year

President of the University of Greenwich Chess Society	**Sep 2024 - Present**

- Reinstated the Chess society alone after a year of it being inactive
- Formed a new committee, created social media accounts, purchased equipment
- Planned and hosted weekly casual chess events
- Prepared weekly chess lessons with the Vice-President
  Organised collaboration events with multiple societies & the University's Student Union

EJAM Entertainment – University of Greenwich	**Jan 2023 - Present**

- Game Development team of four, specifically for working on game jams
- Completed a Trilogy of 2D games (**Unity**) as part of three game jams at the University

Volunteering

Green Ambassador – University of Greenwich	**Oct 2024 - Present**

- Enrolled in two Green Ambassador roles as part of Sustainability at Greenwich
- Edible garden – Involved weekly Maintenace of the on-campus allotment with a group of volunteers. This included planting crops, pruning fruit trees and weeding
- Biodiversity Monitoring - Bi-weekly surveying of birds and mammals around campus

Develop:Brighton 2024	**Jul 2024	4 days**

- Volunteered at an International Three day Video Games Developer Conference
- Helped guests around the venue, signed guests and speakers into talks, assisted in Q&As at the end of talks

Projects

[Bubble Man Chomp](#)	*3D Environment and Character Artist	Group Project*	**Jan 2025	3 days**

- 2D bubblegum chewing and bubble blowing simulator game produced in 3 days with 4 peers as part of Global Game Jam 2025
- Created the Background screen and the character's face with poly count optimisation (**Blender**)
- Baked Character model's Textures for conversion to **Unity's Render Pipeline**

[Nuclear Reactor Game](#)	*Electronic Designer	Group Project*	**Nov 2023 - Jan 2024**

- 3D Co-op Nuclear reactor puzzle game with a physical controller, inputs included 52 push buttons, a 7-segment display and rotary dials
- Wired, soldered, and created casing for all the components to create a physical controller
- Tested components using **Arduino IDE, C++** then implemented them into **Unity**
- Invited to present refined iteration at end-of-year showcase

[OrganSweeper](#)	*Content Integrator & Programmer	Group Project*	**Aug 2023	3 Days**

- 2D hospital puzzle game created over 3 days with 3 peers from the same course
- Ensured correct formatting of imported 2D assets into **Unity**
- Programmed the initial organ system class using OOP principles (**C#**)
- Contributed ideas for content and functionality such as 'Operation' game-like UI

Georgian Street Scene	*3D Environment Artist	Personal Project*	**Jan 2023 - Apr 2023**

- Created modular Georgian Townhouses in **Blender**, then made into a **Unity Package**
- Wide variety of modelling techniques used, such as **Boolean**, **NURBS**, **Array**, **Extrude**, etc.

[Anti-Sailors](#)	*Game Designer	Personal Project*	**Jan 2023 - Apr 2023**

- 2D top-down pirate shooter incorporating **OOP** principles, polymorphism and inheritance were used to create enemy ships
- Animations utilised **Unity**'s blend trees
- Created all visual assets from scratch, such as player and enemy sprites, background Tilemap

Interests

- Playing chess
- bouldering
- playing video games, such as Stardew Valley, Dave the Diver & Minecraft
- Listening to science & tech podcasts, such as Huberman Lab and Lex Friedman.