Jacob Arbib
Curriculum vitae

born in Rome, Italy, 19/02/1997
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Education

MSc **Computer Games Technology (First)**   *2020-2021*
City, University of London, London, UK
- Enriching my game design and development skills in an advanced technical course
- Developing games from first principles in C++ and C#
- Building prototypes in a variety of different genres
- Confidential thesis at Splash Damage, supervised by Dr. Christopher Child and Mr. Stefano Sampietro (Principal Core Tech Programmer at Splash Damage)

BSc **Discrete Mathematics (High 2:1)**   *2016-2019*
University of Warwick, Coventry, UK
- Developed computer skills; programming, project management
- Researched foundations of mathematics and computer science
- Thesis project: "Descriptive Complexity: Mathematics and Philosophy", supervised

Relevant experiences

Associate Systems Programmer   *03/2022 - present*
Splash Damage, London, UK, full-time
Actively working in the Systems/Engine team on **Transformers: Reactivate**
- Responsible for next-gen consoles ports development and optimisation
- Developed low level custom UE systems and gameplay systems (e.g. input system, event-based hierarchal FSMs)
- Performance analysis and optimisation with PIX and Unreal Insights
- Custom engine systems manteinance and integrations
Involved with the "LGBTQ+ at Splash Damage" Employee Resource Group (ERG) for the organisation of events and talks on representation and inclusion.

Assistant Systems Programmer   *02/2021 - 03/2022*
Splash Damage, London, UK, full-time
Covered full-time position as Assistant role while finishing up my Master's Degree in Computer Games Technology at City, University of London
- Worked on a confidential thesis on low level game ticks optimisation (Cache coherency, ECS), which directly impacted the project I was working on

Unity Developer   *10/2019 - 08/2020*
DTT, Amsterdam, Netherlands, internship
- Extensive UI and gameplay C# scripting work; designed, implemented and tested major portion of a currently released Unity mobile game
- ShaderLab/HLSL shaders writing and experience with ECS; implemented shaders and systems for an in development Unity VR app using an ECS framework
- Developed a Three.js+TS game; implemented camera system, 3D models layout and scene generation

Supervisor, Producer   *11/2015 - 12/2021*
Video game translation project, undertaleita.net
- Founded and directed Italian translation of three video games; lead development of own in-house tools, social media presence, translation and proof-reading work

Skills/Others

Technical skills:
- Java, C#, Three.js+TS, C++
- HLSL/GLSL
- Adobe suite; Photoshop, InDesign, Lightroom
- Game engines; Unity, UE4/UE5
- Project management; Git, Jira, UML, Slack, Perforce
- Type-setting in Latex

Soft skills:
- Verbal communication; radio speaker experience
- Team-working; executive committee member for Warwick PhotoSoc
- Leadership; led a team in video game translation projects and led various internal Splash Damage initiatives
- Event organisation; organised events for Splash Damage on LGBTQ+ inclusion and representation
- Community management; video game translation project and Warwick PhotoSoc
- Training and tutoring; tutoring students for exam preparation; radio speakers and editors training; kickstarted internal newsletter and courses on C++ at Splash Damage

Languages:
- Italian (Native)
- English (C2)
- Spanish (B1)

References available upon request.