# JAKE SIMONS
## GAME DEVELOPER

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## SUMMARY

I am a responsible conscientious worker that has a wide range of skills and experience, ready to enter the games industry. I am proficient at working independently as well as within a team. I have the willingness and drive to be continuously learning, whilst rising to any challenges and ensuring the highest quality of work for the company.

## EDUCATION

**2020 – 2023**
**BSC (HONS) GAMES DESIGN (1ST CLASS),** SOUTH ESSEX COLLEGE UNIVERSITY CENTRE

**2018 –2020**
**BTEC LVL 3 GAMES DEVELOPMENT (DDM),** SOUTH ESSEX COLLEGE

**2013 –2018**
**GCSE,** GREENSWARD ACADEMY
8 GCSE's with B-Cs/6-4 including Maths and English.

## WORK EXPERIENCE

**2017**
**HELPER,** VOLUNTARY WORK
Supporting SEN students through various subjects in addition to admin and a small quantity of physical tasks.

**2018 – 2020**
**PAINTER AND ORGANISER**
In various private residences.

**JUNE 2021 – AUGUST 2021**
**ROLLING RORY,** PERSONAL PROJECT
Summer project involving roles such as game programming, level, and sound designing. This achieved 10 levels each with their own unique music tracks and further developed my programming and Unity knowledge.

## TECHNICAL SKILLS

- **Programming** – C#, C++, Python
- **Game Engines** – Unity, Unreal Engine
- **Software** – Blender, Maya, Photoshop, Substance Painter, ZBrush.
- **Interpersonal Skills** – Great organisation, team work, problem solving and communication.
- **Other** – GitHub, Microsoft Word, PowerPoint, Excel.

## HOBBIES AND INTERESTS

- **Learning Japanese**
- **Piano**

## REFERENCES

Available on request.