

Jack Hughes-King

jackhughesking@gmail.com ❖ 07804617576 ❖ Southampton, UK

WORK EXPERIENCE

ThunderBlossom Games

2022-2023

Present

Gameplay Programmer

- Released 2 working titles
- Worked in an on-site team of 20+ members
- Agile development
- Using C# with Unity engine

SAS Graphics

2019 – 2020

Workplace Assistant

- Worked in graphics design
- Maintained specialist hardware

i2i Media

2018 – 2018

Intern Developer

Brighton, UK

- Full-stack web development
- Assisted in deliverables to clients
- Delivered a web-app for the 2018 Berlin Film Festival

EDUCATION

Solent University

2020 - 2024

BSc (Hons) Computer Games Technology

- Using C++, C#
- OOP fundamentals
- SDLC, Unit testing
- Algorithms
- Mathematics (algebra, calculus, discrete, geometry)

SKILLS

Proficient in programming languages commonly used in game development such as C++ and C#. Strong understanding of game engines and development frameworks such as Unity or Unreal Engine. Solid knowledge of full-stack development. Confident in technologies such as Lua, JavaScript, HTML, CSS, Python. Experienced the SDLC and pipeline several times, in teams ranging from 5 to 20 members. Open to learning and adapting to new technology.