Jack Hughes-King

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WORK EXPERIENCE

ThunderBlossom Games   **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

- Mantained specialist hardware

i2i Media   **2018 – 2019**
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 - Current**
BSc (Hons) Computer Games Techonology

- Using C++, C#

- OOP fundementals

- 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. Ability to implement game mechanics, controls, and user interfaces. Experience with physics simulations and collision. Adaptability to learn new tools.