

Samuel Jones Curriculum Vitae

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Experienced Gameplay Programmer (C++)

Personal Statement

Computer games programmer with experience as a “Gameplay Programmer” at TT Games. Graduated with a 1st in (MComp) Computer Games Development from the University of Central Lancashire. The course was a hardcore programming course that had a strong focus on C++ and deeply understanding the language as well as the math skills needed to develop games and work with the latest technologies. Driven and proactive, I have been dedicated to improving myself outside of my employment and studies to help increase my skills and knowledge. As an ambitious person, I am always eager to learn something new and improve.

Technical Skills

- C++
- C#
- SDL2
- Scripting Languages
- Unreal Engine 5
- Unity 3D
- Visual Studio
- GitHub

Employment History and Additional Skills

TT Games - Gameplay Programmer

(June 2022 – Current)

Projects:

- Lego Star Wars: The Skywalker Saga (PS4, PS5, XBO, XBO Series X, PC, Switch)

Achievements and responsibilities:

- Creating and maintaining mechanical gameplay systems
- Working with different departments to create such systems with proper scope
- Maintaining and bug fixing codebase post launch - patches
- Helping to mentor and look after Junior Programmers who join the team

TT Games - Junior Gameplay Programmer

(June 2019 – June 2022)

Projects:

- Lego Star Wars: The Skywalker Saga (PS4, PS5, XBO, XBO Series X, PC, Switch)

Achievements and responsibilities:

- Work with animators, artists and designers to implement a level design
- Provide creative input from a technical perspective into the level design
- Use C++, Behaviour Trees and Scripting to create Utility Based AI for bespoke and general situations

UCLan - Senior Demonstrator for Games Programming

(November 2018 – April 2019)

Achievements and responsibilities:

- Helping students learn new skills & confidence by putting theory into practice when coding C++
- Helping students in a way that also allows them to learn and understand the material.
- Understanding students' code quickly and thoroughly to identify errors and solutions.

Education

University of Central Lancashire

(2018 – 2019)

Computer Games Development (MComp, Master's Degree) – Graduated with a 1st

- **Current Modules Include:**
 - Advanced Games Development
 - Computer Games Engineering
 - Computer Games Team Project
 - First Person Shooter with a “Galactic Conquest” style progression overworld.
 - Computer Games Masters Project
 - Hierarchical State Machines in stealth AI

University of Central Lancashire

(2015 – 2018)

Computer Games Development (BSc, Bachelor's Degree) – Achieved a 1st.

- **Modules include:**
 - Year 3:
 - Double Project – 75%
 - Focusing on procedural generation of dungeons in games.
 - Games Development 2 – 73%
 - Maths and Technologies for Games – 78%
 - Object Oriented Methods in Computing – 77%
 - Year 2:
 - Advanced Programming with C++ – 80%
 - Games Development 1 – 70%
 - Software Engineering Practices – 68%
 - Year 1:
 - Games Concepts – 85%
 - Programming 84%

Achievements & Experiences

- Achieved over 5,000 subscribers on my YouTube channel for Unreal Engine 4 tutorials.
- Released a couple of personal projects onto Itch.io which have frequent activity.
- Volunteered as a mentor to first-year students in their first month for two years.

Hobbies & Interests

During my spare time, I create small games and projects to help further my skill in programming by learning new techniques or information about programming languages and game engines.

I also enjoy doing sport in my spare time as I regularly go snowboarding, bouldering and working-out in general. During the summer I occasionally ride my motocross bike off-road.

If I am not doing any development or sports, then I can be found socialising with my friends or going to different events such as concerts, seminars and events related to the hobbies I am interested in. I have also volunteered in numerous charity events and helped raise over £2000 for the ‘Wish upon a star’ charity.

I am currently also the sole content creator of a game development tutorial YouTube channel which has over 5000 subscribers with the highest viewed video at over 79,000 views.

References Available Upon Request