SAMUEL E. JACKSON – GAMES PROGRAMMER

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Portfolio: https://rinkail.github.io/
GitHub: https://github.com/RinKail
References available on request.

PERSONAL STATEMENT

I am a hardworking, Self-driven individual who will complete tasks allocated to the best of my ability. Even when lacking I will push myself to learn the required skills and to solve the problems at hand. This Self-Driven mindset is what I consider one of my greatest strengths. I also have 6 years of experience in using the Unreal Engine, both C++ and BP sides.

INTERESTS

Outside of the Games and Development, I enjoy drawing, reading, and watching F1 over the weekend with my mates. When it is not a Race weekend, I play D&D where I *occasionally* cause problems with my Wild-Magic Barbarian!

PROFICIENCIES

- Unreal Engine [C++ / BP]
- C++17 stdlib
- Unity

LANGUAGES

- C++
- C#
- HTML
- CSS
- Lua

EXPERIENCE

Self-Published – Voxel Tower-Defense (2022) [https://rinkail.itch.io/voxel-tower-defense]

Unreal Engine 5 – Tower Defense
I completed and released a Tower-Defense game to the Itch.Io marketplace.

Highlights:

- Designed with content creation and code maintenance in mind.
- Easy to extend, designed with non-programmers in mind.

Breakdown:

-**Languages:** C++, Blueprint (Visual Scripting Language).
-**Skills:** Project Scoping, Time-Management, Project-Planning

Staffordshire University – Final Year Project

Unreal Engine 4 – How Procedural Generation can improve the level-design workflow.
I worked as a Solo Developer to Pitch, Research, plan, implement and present a Procedural Generation plugin for Unreal Engine 4.

Highlights:

- Heavy project management and research.
- Completing work to a strict deadline
- Presented my findings and implementation through a Viva.

Breakdown:

-**Languages:** C++, Blueprint (Visual Scripting Language), Slate.
-**Skills:** Project-Management, Time-Management, Research.

Staffordshire University – Necrodoggiecon (2022)
Custom Engine/Editor – Top-Down action game.
I worked in a 10-Person group to Plan, Develop, and implement a Custom 2D Game Engine
And game. I was responsible for Designing and implementing the Editor and UI Classes.

Highlights:

- Working in a group with multiple disciplines and varying levels of skill.
- Debugging and profiling of core features.
- GitHub Source control, branches for each feature with code reviews before merge.

Breakdown:

-**Languages:** C++
-**Skills:** Project-Management, Problem-Solving, Time-Management, Research, Debugging. Source Control

Staffordshire University – Low-Level Games Programming (2021)
Optimizing a Ray-Tracer Application
I worked to optimize a Ray-Tracer application through the usage of Memory management,
Algorithmic and Threading Techniques.

Highlights:

- Debugging and Profiling to identify key optimization targets.
- Threaded Output / Rendering
- Custom Memory Allocator and Deallocators.

Breakdown:

-**Languages:** C++
-**Skills:** Time-Management, Profiling, Optimization.

EDUCATION

BSc (Hons)	Staffordshire University,	July 2022
	Games Programming	
	Graduated Second-Class, 1st Division	