

Jacob

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Lawson

Games Programmer

A passionate games programmer with a determination for excellence.

I have always deeply enjoyed producing content and games that entertain others; having from a young age been programming and designing games for school friends, before moving onto fan games and game jams. To me, there is nothing better than the feeling of pride when someone enjoys my work, and it has driven my passion for programming and the decision to study games programming at university. I hold my work to high standards and strive to go above and beyond, finding creative solutions to problems and working within a team to produce an amazing end product. My excellent time management and communication skills allow me to thrive under tight time constraints with a level head and help to express my views. This can be seen in my work during university where I have gone above what was required of a passing grade and taken leadership roles within group projects. Likewise, I am always happy to take advice and criticism from teammates as I am always looking to develop new and existing skills.

Education

University of Gloucestershire (Sept 2019 - Current)

Studying B.Sc. Computer Games Programming

- Programming and Mathematics for Games (A)
- Games Programming and Design Structures (A)
- Programming Low Level Architecture (A)
- Network Programming for Games (A)
- Experimental Games (A)
- Advanced AI Programming (A)
- Graphics Programming with Shaders (A)
- Games Engine Programming (B)
- Programming High Level Architecture (B)

Silverstone University Technical College (Sept 2015 - July 2019)

- Tech-Level Cyber Security (distinction, distinction*)
- BTEC - Level 3 Extended Diploma in engineering (distinction*)
- A-Level Computer Science (C)
- 9 GCSEs grade C and above including maths and english

Employment

Cineworld Cheltenham (Sept 2019 - Nov 2021)

Front of house team member

- Checking tickets, cleaning screens and facilities.
- Serving customer queries and requirements.
- Teamworking.
- Communication skills.

Wicksteed Park Kettering (May 2017 - Sept 2019)

Food and beverage team and kitchen staff

- Cash handling and washing up.
- Customer Service.
- Teamworking.
- Communication skills.

Interests

- I enjoy playing a large variety of Video games in my free time and while my primary platform for gaming is PC I have a soft spot for retro games and consoles.
- I have a passion for electronics and engineering and have been building a raspberry PI game console.
- I try and join game jams throughout the year as I enjoy the challenge and thrill of developing a game in such short time constraints. It also gives me a chance to try some ideas out.
- I enjoy hiking and camping.
- I love to learn new things or new ways to do something and am always researching or whiteboxing new ideas.

Technical Skills

Programming Languages

- C#
- C++
- Python
- SQL
- GML

Source Control

- Proficient use of Github

SDK and Engines

- Experience with OpenGL
- Excellent knowledge of Unity and Game Maker Studio
- some development experience with Nintendo Switch development kits.
- Unreal engine 4

Teamwork

- I have lead and worked with several small teams for university group assignment projects and game jams.
- Collaborated with others on fan game projects.
- Worked as a contractor on a final year university game project as part of a second year module.

Communication

- Friendly and clear communication helped me build a rapport with the regular customer base at the cafe I worked in.
- I am a confident speaker and I am capable of making a point clear.