

Jacob Lawson

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References available on request

PROFILE

A positive, forward-thinking problem solver who strives to go above and beyond expectations; finding creative solutions and working independently or within a team to produce an amazing end product. Receptive to any learning environment. I am a passionate, level-headed programmer with excellent time management and communication skills. A responsible work ethic and excellent team player, I strive for extremely high standards and support colleagues tested on game jams and fan game projects. I have two years of industry experience working on three commercial projects.

EMPLOYMENT HISTORY

Motorsport Games / Studio 397 (October 2022 - October 2024)

Junior C++ Programmer

- Worked on R Factor 2 and Le Mans Ultimate.
- Debugging and fixing reported crashes across the code base.
- Responsible for automated testing tools for AI and game performance.
- Tackling technical debt.
- Documenting features and the code base.
- Graphical programming of effects such as motion blur.
- Writing and updating build scripts.
- Communication skills.
- Teamworking.
- Problem solving.

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 cashing up.
- Customer Service.
- Teamworking.
- Communication skills.

EDUCATION

University of Gloucestershire (Sept 2019 – June 2022)

B.Sc. Computer Games Programming, First Class with honours

- Advanced Group Project (A).
- 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).
- 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.
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GAME DEVELOPMENT EXPERIENCE

Le Mans Ultimate (2024 Motorsport games / Studio 397 PC Steam)

Worked on in 2023-2024.

Le Mans Ultimate is an immersive racing sim for the world endurance championship motorsport series and the 24 Hours of Le Mans.

Key contributions

- Graphical effect programming.
- Automated testing tools for vehicle AI and game performance.
- Writing and updating build scripts.
- Prototyping.
- Bug fixes and investigating crash dumps.

Hop Top (2024 PC Steam Miracle)

Worked on in 2024.

Hop top is a retro arcade inspired platform-shooter where the player climbs a tower clearing waves of enemies for high scores.

Key contributions

- Managing a small team to complete tasks and meet deadlines.
- Implementing gameplay mechanics throughout the whole game.
- Creating high score tables and other menus.
- Custom controls and settings.

rFactor 2 (2012 PC Steam Motorsport games / Studio 397)

Worked on in 2022-2023.

rFactor 2 is a realistic, easily extendable racing simulation. It offers the latest in vehicle and race customization, great graphics, outstanding multiplayer and the height of racing realism.

Key contributions

- Graphical effect programming.
- Bug fixes and investigating crash dumps.

KEY SKILLS

- Team skills – comfortable as both leader and team member; practiced during many hours of project work with Gloucestershire University.
- Friendly and clear communication with team and customers.
- Planning and organisation.
- Creative problem-solving.
- Analytical skills.
- Experience working with agile projects.
- Collaborated with other disciplines on many game projects.
- SDK and Engine experience, including Unreal Engine 4, OpenGL, Unity, and Game Maker Studio.
- Listening to and applying feedback.

TECHNICAL SKILLS

Programming Languages

- C#.
- C++.
- SQL.
- GML.
- GLSL.
- HLSL.

Source control

- Proficient use of Git within a team.

SDKs and Engines

- OpenGL with C++.
- Exceptional knowledge of Unity and experience building for PC and android.
- Unity shader pipelines.
- Limited experience with Nintendo Switch development kit.
- Deep understanding of Game Maker Studio.
- Experience with Unreal Engine 4 C++ and blueprints.

KEY ACHIEVEMENTS

- Taking charge of a small team to release an indie arcade game called Hop Top.
- Nominated for best games programmer and best group project 2022 at university.
- Leading a small team at university to release the short puzzle-platformer Mirror Chrome on itch.io.
- Working with a final year team during my second year at university as a contractor responsible for programming multiple puzzles for a survival-horror game.
- Helping to teach and mentor a year 10 computer science class in python and unity c#.

HOBBIES & INTERESTS

- Playing a large variety of Video games in my free time.
- A passion for electronics and engineering and have been building a raspberry PI game console.
- Game jams.
- Hiking and camping.
- Learning new things or new ways by researching or white-boxing new ideas.