



JACK SELF


GRADUATE GAME DEVELOPER

94 Beauchamp Road, KT8 2PH 

(+44) 07847430288 

jackeddieself@hotmail.com 

[Linkedin.com/in/jack-self](https://www.linkedin.com/in/jack-self) 

www.jackeddieself.com 

SUMMARY

Game Developer with proven experience in quality assurance and leading cross-disciplinary teams of 50+ developers. Currently volunteering as a Producer at indie start-up Burning Cinder Games, with prior roles as Product Owner and Design Director at Thunder Blossom Games. Academically, I hold a First-Class Honours BSc in Computer Games (Indie) from Southampton Solent University, where I achieved full marks (100/100) for my Final Major Project, and an Upper Second-Class Honours MA in Indie Game Development from Falmouth University.

WORK EXPERIENCE

Producer | Burning Cinder Games

Sept 2024 – Present

- Oversee production, managing the backlog, documentation, and sprint facilitation.
- Lead a volunteer team of 8–10 junior developers on an Unreal Engine 5 (UE5) horror game, establishing key social channels and setting up a Steam page.
- Facilitate team syncs and agile ceremonies to strengthen workflows and improve communication.
- Monitor progress and flag issues, helping prevent bugs and workflow bottlenecks.
- Recruited additional developers to address team constraints and enhance overall productivity.

Product Owner | Thunder Blossom Games

May 2024 – Sept 2024

- Led a 50+ developer team on a Games-as-a-Service (GaaS) project in UE5, prioritising bug tracking and quality control throughout development.
- Played a key role in fostering collaboration between Thunder Blossom Games and Cave Bear Games, a large volunteer-based studio dedicated to helping aspiring developers secure jobs in the industry.
- Coordinated sprint ceremonies and regular team syncs, using tools like ClickUp, Jira, and Trello to ensure smooth workflows and bug resolution.
- Identified project risks, facilitated issue resolution, and kept stakeholders informed, focusing on maintaining product quality and meeting deadlines.

Design Director | Thunder Blossom Games

May 2024 – Sept 2024

- Directed the design for a multiplayer GaaS project in UE5, ensuring quality standards were integrated throughout the design process.
- Established a structured feature pitching process, ensuring clear communication of ideas and prioritising QA considerations during submission and review.
- Provided leadership and mentorship to emerging talent, fostering teamwork to achieve high-quality results.
- Ensured clarity and accessibility of key documentation, including the Game Design Document (GDD).
- Contributed as a backend team member in a dedicated feature team, hosting daily scrum meetings and facilitating communication.

Co-Founder & Game Developer | Team Cerberus

Jan 2021 – Present

Conduct QA testing across all stages of development to ensure stability, polish, and alignment with design specifications in both multiplayer and single-player projects.

Medical Coder | Giggs Hill Surgery

Oct 2010 – Mar 2015

Responsible for scanning patient letters, organising them by medical department, forwarding them to assigned GPs, and entering patient details into the surgery's database.

SKILLS

- ✓ Experience working with GameMaker Studio 1.4, Godot, Unity, and Unreal Engine 4 & 5.
- ✓ Proficient in C# and development software including 3DS Max, Adobe products, Aseprite, Audacity, Blender, DaVinci Resolve 18, GIMP, Microsoft Office, Photon, Visual Studio, Wwise, and MySQL Databases; knowledgeable in Blueprint, C++, GML, JavaScript, Python, and OpenMPT.

EDUCATION

MA Indie Game Development | Falmouth University

Jan 2022 – Jan 2024

Achieved Merit (M-PG) in Indie Game Development. Notable module grades include Final Major Project (Dist.), Game Development (Dist.), Indie Game Start-Up (Merit), and Co-Creative Design & Development Practice (Merit). Documented my work in the [Critical Reflective Journal](#).

BSc (Hons) Computer Games (Indie) | Southampton Solent University

Sept 2017 – June 2020

Graduated with First-Class Honours in Computer Games (Indie), earning full marks (100/100) in the Final Major Project, along with A grades in Video Game Design, Mobile Applications, and Sound for Games.

EPQ Game Development | Esher College

Sept 2014 – June 2016

Completed BTEC Diploma in Media Production (Dist.* Dist.*), EPQ in Game Development (A), AS-Level in Mathematics & Statistics, and A-Level in Film Studies.

9 GCSEs (A* - C) | Esher High School

Sept 2009 – June 2014

Achieved notable grades in Additional Science (B), English Language & Literature (C), Mathematics (B), and Media Studies (B).

VOLUNTEER EXPERIENCE

Code Clinic Tutor | Southampton Solent University

Sept 2019 – June 2020

Volunteered as a Code Clinic Tutor at Video Game Academy (VGA), assisting students with C# programming, hosting game jams, and helping establish VGA as an extracurricular activity.

References available upon request.