


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 development graduate with eight years of experience, holding First Class Honours in BSc Computer Games (Indie) from Solent University and Upper Second-Class Honours in MA Indie Game Development from Falmouth University. Published over 20 titles, including a notable Steam release and various mobile games. Led projects with 20+ developers and demonstrated proficiency in agile and waterfall methodologies. A quick learner and versatile developer seeking an entry-level position to contribute to and further develop skills in the game industry.

EDUCATION

MA Indie Game Development | Falmouth University

Jan 2022 – Jan 2024

I earned a Merit (M-PG) in Indie Game Development with modules grades including Final Major Project (Dist.), Game Development (Dist.), Indie Game Start-Up (Merit), and Co-Creative Design & Development Practice (Merit). Finally, I documented my work as an MA Indie Game Development student in an online space known as the [Critical Reflective Journal](#).

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

Sept 2017 - June 2020

I achieved First Class Honours in Computer Games (Indie), with final year module grades including a perfect score in the Final Major Project (100/100), Video Game Design (A), Mobile Applications (A), and Sound for Games (A). Finally, I served as a Code Clinic Tutor at Solent University's Video Game Academy.

EPQ Game Development | Esher College

Sept 2014 – June 2016

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

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

Sept 2009 – June 2014

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

WORK EXPERIENCE

Independent Game Developer | Self-Employed

Jan 2021 – Present

While our debut title is still pending release, we've been actively working on crafting a multiplayer horror game and a point-and-click adventure, both developed using the Unity game engine.

Medical Scanner/Coder | Giggs Hill Surgery

Oct 2010 – Mar 2015

I scanned patient letters, organised them by medical department, forwarded them to assigned GPs, and entered patient details into the surgery's database.

SKILLS

- **Programming Languages:**
 - ✓ Proficient in C#.
 - ✓ Knowledge of Blueprint, C++, GML, JavaScript, Python.
- **Development Software:**
 - ✓ Proficient in 3DS Max, Adobe products, Aseprite, Audacity, Blender, DaVinci Resolve 18, GIMP, Microsoft Office, Photon, Visual Studio.
 - ✓ Knowledge of MySQL Databases, OpenMPT, and Wwise.
 - ✓ Game engine experience with GameMaker Studio 1.4, Godot, Unity, Unreal Engine 4.
- **Project Management Expertise:** I have applied both waterfall and agile methodologies in various projects, handling tasks independently or collaborating in teams exceeding 20 individuals. As the Art lead, I successfully guided a team of 5 peers through these endeavours.
- **Problem Solving:** Proficient in identifying errors and coming up with effective solutions.
- **Communication and Presentation Skills:** Skilled communicator able to collaborate with individuals from diverse disciplines, and a confident presenter.

VOLUNTEERING EXPERIENCE

Code Clinic Tutor | Solent University, Southampton

Sept 2019 - June 2020

In my final year at Solent University, I volunteered as a Code Clinic Tutor in the student-run Video Game Academy. My role involved assisting first and second-year students with their projects, offering guidance, and sharing knowledge in C# programming.

INTERESTS

Passionate about video game development, I explore creativity across various interests. I enjoy creative writing for world-building in game narratives, creating music videos using video game cutscenes, and sports such as chess, football, and trampolining. This balance between technology and physical activities enhances both my skills and outlook.

References available upon request.