

# JAKE ASH

## Junior Unity Developer

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Surrey, Sunbury Commion

## SUMMARY

Passionate junior unity developer that is interested with unique gameplay mechanics in video games, intrigued with creating new mechanics and aiming to become a gameplay programmer in the future.

## SKILLS

- 2D, 3D, and virtual reality games development
- C# programming language
- Advanced optimisation of using programming patterns
- Standard implementation of algorithms
- Standard implementation of mathematics
- Team collaboration
- Research skills
- Problem-solving
- Strategic planning
- Willingness to learn

## LANGUAGES

- English (First Language)



## EDUCATION

2023

**Bachelor of Arts Games Development (Programming Route)**

2025

**The Academy of Contemporary Music - Guildford**

Learning games development in unity and C# programming language, whilst using agile development and collaborating with other students

**Class:** Class 2 Division 1

2021

**Computing (Including Games Development)**

2023

**Brooklands College - Weybridge**

Learning games development in gamemaker studios and understanding project methodologies such as lean, agile and prince2.

**Grade:** DDD



## EXPERIENCE

2023

**Festive Colleague**

2023

**Tesco Extra - Sunbury Common**

- Collaborating with colleagues
- Engaged with manager regarding upcoming tasks

2022

**Researcher**

2022

**Lloyds Allen Cert CII - Hampton Hill**

- Analysis of underwriting and sales
- Provided information regarding role responsibilities for business



## HOBBIES & INTERESTS

- Likes to plan and develop new projects in spare time.
- Likes analysing video game mechanics and recreating them
- Enjoys playing board and card games.
- Enjoys keeping up with the industry