

# Jamie Linnell

GAME DEV, PROGRAMMER

JamieLinnell01@gmail.com



23 years old, 13/12/1999



<https://www.linkedin.com/in/jamie-linnell-0aa9741b6/>



+44 (0) 7591 677528



## Portfolio

<https://jamielinnell.com/>



## Skills

### Coding

C++

C#

UE 4/5 Blueprint

Slate

HTML

CSS

HLSL



### Software

GIT

GitHub Desktop

Visual Studio

Visual Studio Code

Rider

SOURCE CONTROL

IDES

Photoshop

Premiere Pro

Draw.io

Unreal Engine 4/5

Unity

DESIGN & EDITING

GAME ENGINES

Jira

Trello

Miro

Word

Excel

Outlook

PowerPoint

PROJECT DEVELOPMENT

OFFICE



## Education / Experience

Staffordshire University September 2022 – August 2023

Master of Science (MSc) 3D Games Design - **Predicted Distinction**

Staffordshire University September 2019 – June 2022

Bachelor of Science (BSc) Games Design and Programming – **First Class Degree**



September 2023

Nominated for Outstanding TIGA Post-Graduate of the Year UK Games Awards



## University Projects

### Crash

**Master's 2023**

Created in Unreal 5, this project is a fighting game based on Super Smash Bros, it uses the Gameplay Ability System (GAS) in C++ for all the characters' abilities and attributes. The project also implements a Character Creation Tool to allow new characters to be added to the game. This tool is developed in Unreal's Editor C++ UI framework, Slate.

### Hex

**Year 3 Undergraduate 2022**

I completed my final year project in Unity and C#. I was able to create a complex procedural generation map framework and tools that were designed for 4X style strategy games such as Civilization. The project implemented all the functionality that I considered to be essential for a procedural map of this style. This included biomes, environmental structures, height variation, procedural river generation, a world-wrap system, and more.



## Collaborative Projects & Games Jams

### Arcane Annihilation

Master's 2023

Role: Lead-Tech

10 Team Members

Unreal 5

Blueprint

### Acquisition

Jamfuser 2021

Role: Tech

3 Team Members

Unity

C#

3<sup>rd</sup> Place

### Celestial Viking Invasion

Wake-Up-Jam 2023

Role: Lead-Tech

5 Team Members

Unreal 5

Blueprint

Jam Winner



## Employment

### High Five Sports - UK

Summer 2018 - 2021

Lead-coach for ages 5-15

Organizing activities

Creating a fun atmosphere for kids

### Moana Lodge – New Zealand

March – April 2019

Hotel receptionist

Housekeeper

Looking after tourists of the hotel

## About Me

- In the final year of my A-levels I was appointed Head Boy at Stover School. This has taught me the importance of leadership & organisation, and how to mediate in challenging situations. I also developed the skills needed to motivate other people when they are lacking self-confidence.
- After my A 'levels in 2018, I decided to take a gap year to travel to Japan, Australia, and New Zealand. This gave me the chance to enjoy new cultures and engage in unique experiences such as scuba diving on the Great Barrier Reef, skydiving over the Southern Alps and experiencing different cultures and lifestyles. This experience shaped my people skills, time management and problem-solving abilities.
- I really enjoyed completing my undergraduate degree and wanted to improve my skills and explore game development further. As a result, I decided to undertake a postgraduate MSc. This allowed my knowledge and understanding to mature. For Example, creating a custom physics-based movement system based on the movement from Titanfall, utilizing the Gameplay Ability System (GAS) in C++, and developing a tool in C++ using Unreal' s UI Framework Slate.
- Some of my hobbies include:
  - I am a qualified Drone Pilot; I designed and built my own racing drone which is capable of speeds of over 130mph. I race the drone around my own custom-built track.
  - I also enjoy puzzles and games such as completing a Rubik's Cube, I have an interest in learning card tricks, chess and a variety of board and video games.