Jacob Green

Computer Science Graduate, Game Developer/Programmer

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PROFILE

I am a computer science graduate, with a particular interest in game development. I am creative, driven, and I enjoy solving difficult problems as well as learning new skills and techniques. I am most experienced using Unity, including programming in C#, however I am able to adapt and learn quickly. I regularly participate in game jams, as it gives me an opportunity to express myself, test my own abilities, and gain experience working under pressure. Alongside these, I spend time on individual passion-projects and experiments. As well as working efficiently on my own, I have excellent communications skills and can work well in a team.

EDUCATION

University of Sussex
Computer Science BSc (Hons)
First Class

September 2017 - June 2020

Top 5 Final Year Project (Gradius Delta)

Relevant Modules:
- Data Structures & Algorithms (95%)
- Introduction to Programming (88%)
- Software Engineering (85%)
- Program Analysis (78%)
- Programming Concepts (71%)
- Human-Computer Interaction (68%)

Bishopshalt School
A-Levels

2015 - 2017

Relevant Subjects:
- OCR Computer Science (A)
- AQA Physics (A)
- Edexcel Maths with Mechanics (C)

GCSEs

2014 - 2015

- 11 A* - B Grades

PROJECTS

Gradius Delta - *Final Year Project (Unity)*

A ground-up re-imagining of Gradius for the NES using Unity 3D. This project was graded at 84%, and as such I received an award for a Top 5 Final Year Project.

Morpheus - *Solo Project (Unity)*

A top-down roguelike game with procedural world generation. I created it to experiment with semi-authored level layouts. It uses a grid system, into which authored rooms are placed procedurally using generic unidirectional layout "flow" trees which define only the non-spatial connections between room types.

Wisp: Light the Way - *Solo Project (Unity)*

A casual mobile game developed for Android, which I listed on the Google Play store for free, where it gained a small player-base.

Clue - *Software Engineering Project (Unity)*

A version of the board game *Clue*, created as a group project for the *Software Engineering* module. The module involved communication within a team to produce a final product. I was responsible for the low-level design documents and was the primary programmer. My contribution to the project was graded at 85%.

More projects, videos, and details on my website: jacobgreen.dev