


# JONATHAN CARTER

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## SUMMARY

An aspiring game developer looking to start a career in the games industry with an entry level role. A keen learner and good communicator, capable of working in teams or individually on almost any aspect of game development. Experienced with the Unity game engine and utilized both waterfall and agile methodologies on multiple projects.



## EDUCATION

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

SEPT 2017 – JUNE 2020

Final grade: First Class Honours, Notable modules include: Gameplay and game design, computer games art, sound for games and software engineering (methods and tools). Class Representative for all 3 years.

### **BTEC Level 3 Extended Diploma Games Development | Cambridge Regional College**

SEPT 2014 – JUNE 2016

Final grade: DDM. I produced my first commercial game while studying here. Notable modules include: Working to a client brief, story development, 3D Modelling, 2D and 3D Animation, research techniques and understanding the computer games industry.



## WORK EXPERIENCE

### **Game Actor and Tester | Voluntary | Jagex**

2 WEEKS IN 1 WEEK BLOCKS, SEPT 2014 – SEPT 2015

Scenario production and recording. gathering footage for character trailers and general game trailers on the game "Block 'n' Load". Work was completed in groups of 8 to a set deadline and providing suggestions for better shots. Footage would be edited and compiled by the Jagex video team.



## SKILLS

- Programming Languages:
  - Proficient in C#
  - Knowledge of C++, HTML, CSS, PHP, Python, JavaScript
- Development Software:
  - Proficient in Unity, Github, Game Maker: Studio, Visual Studio
  - Knowledge of Asprite, Audacity, Audition, 3DS Max, Wwise, Unreal Engine, Photoshop, MySQL databases
- Project management techniques: Having used both waterfall and agile methodologies on a several game development projects, either alone or in teams of up to 23 people.

- Communication Skills – A good communicator who can work with people from different disciplines to achieve tasks.
- Presentation Skills - Confident presenter having led many training sessions as well as showcasing work to peers for feedback and review.
- Teamwork - A strong team player who collaborates well with others, listening and developing ideas as well as supporting where necessary.
- Organization Skills – a well-organized individual, able to complete tasks to a set deadline, setting interim deadlines to ensure the task is completed on time.



## VOLUNTEERING EXPERIENCE

### Volunteer | Parkrun

JUNE 2019 – PRESENT

Partaking in the following roles on a weekly basis:

- Course Marshal – Directing runners around the course, cheering them on and providing support and alerting runners to hazards on the course.
- Token Sorting – Sorting the finish tokens back into order for the following week, on average sorting up to 1,000 tokens each week in a small team.
- Tail Walker – Walking at the very back of the course, making sure no runner finishes last as well as providing encouragement and support to those at the back.
- Barcode Scanner – Scanning barcode for runners as they finish and sending the data to the race director for sorting and publishing.

### Projectionist, Vice President and Head of Crew | Sonar Film/Cinema

SEPT 2017 – JUNE 2020

Running a Barco 2K projector with Dolby Atmos. Ran over 150 shifts over my time here, ranging from public screenings to private hires. On multiple occasions running screening as the only member of crew on site. Assumed the role of Head of Crew in 2018: Managing crew, making sure shifts were filled, training crew, wrote the guide on how to run a proper shift, advising the Cinema Manager on changes as well as taking charge of the society for 2 weeks while we changed managers.



## INTERESTS

- Running – started in 2019, run every other day a distance of 3-10 miles.
- Carpet Bowls – started in 2010, played at national level on multiple occasions.
- Arts & Crafts – Knitted my own scarf & made my own 'Settlers of Catan' set.



## REFERENCES

### James TerKeurst (Lecturer)

Course Leader Computer Games and Virtual Reality

Solent University  
East Part Terrance, Southampton  
SO14 0YN

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### Philip Alassad (Lecturer)

Lecturer Computer Games

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