

Jack Betts



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PERSONAL STATEMENT

A creative and hard working Games Programmer. I have developed games to target multiple platforms. Currently I am working at Roll7 creating games in Unity Engine, using C#, where my main focus is gameplay, UI and tools development.

SKILLS

C# With Unity Engine

Memory Management and Optimisation

Gameplay, UI and Tools Dev

NodeJS Backend

Familiar with C++ and Unreal Engine

WORK HISTORY

UNITY GAMES PROGRAMMER, Remote

Roll7, April 2022-Current

Olli Olli: Rogue Riders

- Worked on a new Olli Olli game to be released on Apple Arcade.
- Worked on all areas of code base, implementing gameplay mechanics, touch and controller support, UI, metagame and tools.
- A key player in reducing memory size and optimising our memory management using Unity Addressables to make sure the game can still run on low end devices.
- Created editor tools to empower designers workflows and tools to assist with converting the game over to the Addressable system and lowering the games memory usage.

Various Prototypes: Rollerdrone Multiplayer, Athena, Zero

- Worked on an unannounced console title, mainly focusing on implementing snowboarding mechanics.
- Ported the gameplay mechanics of BAFTA winning Rollerdrone, and used PUN2 to turn it into a co-op multiplayer game.
- Worked on gameplay and meta mechanics for an open world 3rd person shooter.

UNITY DEVELOPER, Remote

Neon Play, March 2021-April 2022

Idle Golf Club Manager Tycoon, Soda Factory

- Worked on gameplay and meta systems for Idle Golf and Soda Factory.
- Also worked on AI navigation for Golf Tycoon, the game now has over 2M downloads on Android/IOS

Voodoo Prototype Partnership

- Worked on releasing 2 week hyper casual prototypes in partnership with Voodoo.
- I was a key player in the initial introduction of multiplayer games into the studio due to my previous experience using the Photon plugins.
- I also created the initial Multiplayer Template project which was the basis of everyone's multiplayer games, which allowed for quicker and higher quality prototypes.

UNITY DEVELOPER + NodeJS Developer, Lichfield

Lavaskull, September 2019-March 2021

Soccer Rally: Arena

- Worked on a multiplayer car football game. Soccer Rally: Arena for Android and IOS.
- Led a small team to handle implementation of new gameplay and F2P monetisation features, including writing both the C# code Unity side, and the Node JS server side programming.
- Handled management of a beta testing program used to find and fix bugs before release.
- I was also responsible for handling the releases of updates to beta testers, publishers, and production pipelines.
- Handled the implementation of various third party SDK's for functionality such as analytics and marketing tracking, as required by various publishers.
- Introduced a junior programmer to the team at a later stage, this included introducing him to the code base, teaching and assisting with C# and Node JS code, and managing tasks and deadlines for bug fixes and features.

UNITY GAMES PROGRAMMER, Remote

Dust Storm Entertainment, August 2018-February 2019

Warzone Flashpoint

- Worked with a startup team remotely to help them create a new military RTS game, this is now published and available on Steam.
- The team was located all over the world from Israel to America to Europe, so this required top notch communication skills and project management.
- I used Unity and C# to create gameplay mechanics such as Area of effect healing, Minimap functionality, Infantry movement and animation programming and AI movement using A* Pathfinding.

QA Tester, Wolverhampton

Inspired Entertainment, April 2019-September 2019

Various First and Third Party Casino Games + QA Tester Tool

- Worked as a QA Tester for a Casino Games company. Also developed a new Tester Terminal Tool to put onto the machines to make the testing process easier, so testers could more easily find and search through things such as log files. This was developed using C# .Net.

EDUCATION

SOFTWARE DEVELOPMENT PREMIUM BUNDLE

uCertify, January 2019

BACHELOR OF SCIENCE (B.S.) IN 3D COMPUTER GAMES DESIGN

Staffordshire University, July 2018

BTEC LEVEL 3 IN INTERACTIVE MEDIA

Stafford College, July 2015