

Jack Brewer

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I am a former Junior Gameplay Programmer at Free Radical Design and Master of Computing Graduate that was on an academic scholarship from De Montfort University, and I am looking to find my next job which allows me to continue to utilise my constantly improving skills.

<https://ghostleadie.github.io/>

<https://github.com/Ghostleadie>

Work History/Experience

Junior Gameplay Programmer – Free Radical Design – Nov. 2021 – Dec. 2023

- Set up and implemented Epic Online Service for an Unreal project using Epic's online subsystems plugins on PC and PS5.
- Maintain the Epic Online Service plugins and submitted fixes to Epic.
- Worked on various gameplay systems, including:
 - Creation of a custom replication system using EOS and Unreal's reflection system
 - Lobby UI and underlying code for better UX
 - Customizable characters (both UI and code)
 - Melee combat system using the gameplay ability system and gameplay targeting
 - Asset management with async loading and primary asset bundles
- Did code reviews for other members of the team.
- Addressed and tracked bugs throughout the code base using Jira.

Skills: UE4, UE5, C++, JSON, Unreal Blueprints, EOS, Online Subsystems, UX, UI, Jira, PS5, Perforce

Game Developer – Willow Communications – Sep. 2020 – Aug 2021

- Created unreal engine games for their event platform which is used in holiday parks and bingo halls across the nation.
- Creating applications to help with automation of tasks and other useful applications.
- Help solve bugs and create addons for existing software.
- Provide help to customers through the company's helpdesk.

Skills: VB.Net, PHP, SQL, XML, JSON, UE4, Unreal Blueprints, C++, CSS, HTML

Undergraduate Position – Novacraft – Jun. 2017 – Sep 2017

- Researching Charities for a project that the company was working on. This included all the laws regarding charities and the charity commission.
- Gave recommendations for charities to be approached for the program.

Skills: Research

Undergraduate Position – Novacraft – Jul. 2016 – Sep 2016

- Researching different ways of gamification for a project

- Helping with QA for the project
- Researching other apps or initiatives that used gamification effectively to see if there was anything we could implement into our project.

Skills: Gamification, QA

Education

2018 – 2020. De Montfort University – Masters in Computing.

Distinction

2015 – 2018. De Montfort University – Computer Games Programming.

Second Class Honours, Upper Division (2:1)

References are available upon request.