JACK **SELF**
GRADUATE GAME DEVELOPER

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SUMMARY

Graduate Game Developer with experience designing and programming gameplay systems, prototyping mechanics, and iterating on player feedback. Currently volunteering as Product Owner and Design Director at Thunder Blossom Games. I hold a First-Class Honours BSc in Computer Games (Indie) from Solent University, where I earned full marks (100/100) for my Final Major Project, and an Upper Second-Class Honours MA in Indie Game Development from Falmouth University.

I have contributed to the release of over 20 titles, including two on Steam, with hands-on experience developing core gameplay systems, designing mechanics, and creating content for both multiplayer and single-player projects in Unity and Unreal Engine. My expertise includes rapid prototyping, iterative design, and collaborating with multidisciplinary teams to create engaging player experiences.

EDUCATION

MA Indie Game Development | Falmouth University

Jan 2022 – Jan 2024

Achieved Merit (M-PG) in Indie Game Development. Notable module grades include Final Major Project (Dist.), Game Development (Dist.), Indie Game Start-Up (Merit), and Co-Creative Design & Development Practice (Merit). Documented my work in the Critical Reflective Journal.

BSc (Hons) Computer Games (Indie) | Southampton Solent University

Sept 2017 – June 2020

Graduated with First-Class Honours in Computer Games (Indie), earning full marks (100/100) in the Final Major Project, along with A grades in Video Game Design, Mobile Applications, and Sound for Games.

EPQ Game Development | Esher College

Sept 2014 – June 2016

Completed BTEC Diploma in Media Production (Dist.* Dist.*), EPQ in Game Development (A), AS-Level in Mathematics & Statistics, and A-Level in Film Studies.

9 GCSEs (A* - C) | Esher High School

Sept 2009 – June 2014

Achieved notable grades in Additional Science (B), English Language & Literature (C), Mathematics (B), and Media Studies (B).

VOLUNTEER EXPERIENCE

Code Clinic Tutor | Southampton Solent University

Sept 2019 – June 2020

Volunteered as a Code Clinic Tutor at Video Game Academy (VGA), assisting students with C# programming, hosting game jams, and helping establish VGA as an extracurricular activity.

WORK EXPERIENCE

Product Owner | Thunder Blossom Games

May 2024 – Present

- Managed three projects simultaneously, coordinating efforts across both small and large-scale teams.
- Played a key role in fostering collaboration between Thunder Blossom Games and Cave Bear Games, a large volunteer-based studio dedicated to helping aspiring developers secure jobs in the industry.
- Led a team of 50+ developers on a Games-as-a-Service (GaaS) project in Unreal Engine 5.
- Led regular team sync meetings and key sprint ceremonies for teams of up to 50+ members, utilising tools like ClickUp, Jira, and Trello.
- Identified risks, resolved issues, and presented updates to stakeholders, while fostering collaboration across multidisciplinary teams.
- Recruited additional developers to address team constraints and enhance overall productivity.
- Authored critical project documentation, including project charters, development timelines, product visions, risk assessments, team guidelines, skills audits, and work agreements.

Design Director | Thunder Blossom Games

May 2024 – Present

- Led the design direction for a multiplayer GaaS project in Unreal Engine 5.
- Established a structured feature pitching process, creating a clear framework for idea submission, review, and decision-making.
- Established and managed internal and external playtesting sessions, gathering structured feedback to
- identify design improvements and refine gameplay balance.
- Provided leadership and mentorship to emerging talent, fostering teamwork to achieve high-quality results.
- Ensured clarity and accessibility of key documentation, including the Game Design Document (GDD).
- Contributed as a backend team member in a dedicated feature team, hosting daily scrum meetings and facilitating communication.

Co-Founder & Game Developer | Team Cerberus

Jan 2021 – Present

- Leading the development of a multiplayer horror game and a point-and-click adventure as part of a two-person team using Unity.
- Focusing on designing engaging gameplay while managing project workflow and development tasks.
- ✓ Experience working with GameMaker Studio 1.4, Godot, Unity, and Unreal Engine 4 & 5.
- ✓ Proficient in C# and development software including 3DS Max, Adobe products, Aseprite, Audacity, Blender, DaVinci Resolve 18, GIMP, Microsoft Office, Photon, Visual Studio, Wwise, and MySQL Databases; knowledgeable in Blueprint, C++, GML, JavaScript, Python, and OpenMPT.

Medical Coder | Giggs Hill Surgery

Oct 2010 – Mar 2015

- Responsible for scanning patient letters, organising them by medical department, forwarding them to assigned GPs, and entering patient details into the surgery's database.
- Participated in coffee mornings and flu vaccination days, ensuring the timely delivery of vaccines to patients.

References available upon request.