

Jack Longmore

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Personal Summary

I've spent five years honing my skills as a Game Developer at Birmingham City University plus A year at Birmingham Open Media showing me how immersive experiences come to life in a real studio. I work fast, think clearly, and care about the details. I'm ready to bring fresh ideas to a creative team and build games that leave an impact.

Thank you for considering my application.

Relevant Experience

Freelance Game Developer – current

- In this role I worked with my first client in creating a commercial game product.
- Worked on my game design skills massively. Learning all about the best strategies when it comes to capturing users' attention.
- Project management, as I was the only developer, I had to manage my time well.
- The product is set to release in late April. – If you want to hear more please ask me in interviews or email me as I can't share much online until my client has.

Birmingham Open Media (BOM) [Link To Their Website](#)

2023 – 2024

- Gained first-hand industry experience.
- Worked directly with clients and customers on immersive technology projects.
- Conducted bootcamp sessions, teaching and mentoring others.
- Collaborated with a new team on innovative, immersive projects.
- Worked on VFX video link. [VFX Video Link](#)
- Inside look on mobile game project and the publishing process.

Birmingham City Summer Placement

Summer 2024

- Worked on VR Virtual Ward which is now my Final Year Project.
- Collaboration with hospitals and Doctors. [Supporting Post](#)
- Video Pitch for Henderson Fund competition (1 of the 3 Winners!). [Video Pitch Link](#)

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TARAN 3D – Intern

July 2020

- First experience with Unity game engine.
- Worked in a team to develop an interactive house design tool for potential buyers.
- Acquired basic programming and VR skills.
- Explored non-gaming applications of game engines.

Technical Skills

- Making and releasing mobile games. [Mobile Game Web Link](#)
- Machine Learning AI. [AI Machine Learning Video Link](#)
- Game Programming for 2D / 3D / VR games - C# and C++. [C++ Video Link](#)
- Game Art 2D/ 3D and Animation. [2D Art and Animation Video Link](#)
- Blueprints UE5. [UE5 Game Video Link](#)
- Web development. [Web Game Video Link](#)
- Console development for PlayStation.
- Game Audio implementations using FMOD.
- GitHub Project version control.
- Game Engine Programming. [Game Engine Video Link](#)
- Computer Graphics. [Computer Graphics Video Link](#)

Soft skills

- Teamwork / Project Management: Managed a team of 27 to develop a VR horror game. [Running A Games Studio Video Link](#)
- Communication.
- Problem Solving.
- Time Management.
- Adaptability.
- Creativity.

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Education

Birmingham City University - BSc (Hons) Computer Games Technology with professional placement year, BSc - September 2021 – Present: **Qualified: 2:1**

- Mobile Game Development (Level 6)
- Audio In Game development (Level 6)
- Console Game development (Level 6)

Solihull College – Extended Diploma in IT (Software and Game Development) September 2019 - June 2021: **Qualified. DMM**

- Developing Computer games (Level 3)
- Computer games design (Level 3)
- Computer games platforms and Technologies (Level 3)

Light Hall Senior School - Date September 2013 to June 2017:

- **6 GCSEs** - grade 4 and above including Maths and English.