

Bryan Mitchell Jackson

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Competent and self-motivated software programmer, with a keen interest in games development.

Education

MSc. in Games Technology, City University London, London (2012 – 2013)

Grade: Merit

Key Modules:

Thesis – Unreal AI: Tactical Commander AI System → 63.0%

Object Oriented Programming in C++ → 81.9%

Game Development Process → 56.4%

Computer Graphics → 57.4%

Game Physics and AI → 60.0%

Computer Games Architectures → 63.0%

Bsc.(Hons) in Games Technology, Limkokwing University of Creative Technology, Cyberjaya (2008 – 2011)

Key Modules:

Object Oriented Game Implementation → 3.67 points

Artificial Intelligence → 3.33 points

Computer Game Design → 3.00 points

Skills

Programming: C++/C#, Actionscript 3.0, Unrealscript, Javascript

Applications: Unity3D, Unreal Development Kit, Microsoft Visual Studio, Adobe Flash CS5, Adobe Photoshop CS5, Autodesk 3ds Max, OpenOffice, Microsoft Word

Operating Systems: Windows XP, Vista, 7

Others:

- Familiar with the Agile development methodology and object-oriented programming
- Experienced in using OpenGL graphics API and Bullet physics engine
- Capable and willing to quickly adopt a new language or tool

Portfolio Links

Website: <http://bmj-codestash.webs.com/>

[LinkedIn Profile](#)

Download Link:

<https://www.dropbox.com/sh/o89iuetv8ohaqqd/3dEbRlpnjx>
