

Jack Alsop

Gameplay Programmer



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Profile

Enthusiastic and versatile gameplay programmer with a fervent passion for developing innovative and satisfying game mechanics. I am quick to pick up new skills and constantly seek to improve after overcoming new challenges.

I'm currently studying in my final year of Computing for Games BSc (Hons) at Falmouth University and I am eager to get into the industry and further enhance my abilities.



Technical Skills

- C++
- Unreal Engine
- Mathematics
- C#
- Unity
- Git

I maintain excellent knowledge on prototyping and developing gameplay features in-engine through appropriate object-oriented programming design patterns.

I am always willing to pick up new languages and technologies to achieve the best result possible.

Relevant Projects

Goblins Go Boom! – Third year game

Collaborating within a student team of 10 other members from diverse disciplines, I specialised in crafting an expressive and enjoyable movement system tailored to our first-person 'boomer-shooter' in Unreal Engine. This project significantly enhanced my proficiency in working in Unreal Engine and using its tools effectively to achieve what we sought. Through development, I enhanced my understanding of gameplay systems, animation programming, and communication through collaborating with other teammates.

Atlas – Second year game

In this team project I was tasked with creating a physics-based hoverboard movement system where the player rides across mountains above the clouds. We wanted the players to enjoy pulling off flashy tricks while exploring across the vast cloudscape. This project additionally sparked my passion for animation programming from taking part in capturing, retargeting and implementing motion capture animations.

Game Jams

Frown Flipper (GGJ 2024)



Rootin' Shootin' (GGJ 2023)



Developed and rapidly prototyped tailored AI systems for enemy combat for both projects. This required strict adherence to agile development principles to prioritise tasks within these 48-hour time spans.



Education

Falmouth University (Graduating in 2024)

Computing for Games BSc(Hons)

Chipping Norton School (2019–2021)

3 A-Levels with Grade 'A' in Computer Science



Employment

Chipping Norton Lido (2019–2023)

Leisure pool lifeguard and acting duty manager

This role showcased my ability to act effectively with great responsibility and under pressure. This position also required strong leadership and communication skills to appropriately manage members of the public.

Hobbies and Interests

I still greatly enjoy playing video games; mastering and pushing the boundaries of combat and movement mechanics in games such as Team Fortress 2 is what birthed my love for creating games.

In my spare time, I enjoy working on short, solo, technical game projects that focus on individual areas of programming I seek to improve upon.

On weekends, I enjoy in-line roller-skating or going swimming at the beach. When I get home I love to cook a new meal or play a TTRPG with my friends.