Jack Alsop
Gameplay Programmer

🌐 Alsopjack.co.uk   ✉ alsopjackb@gmail.com   in linkedin.com/in/jackalsop

Profile

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

I have finished my final year of Computing for Games BSc (Hons) at Falmouth University and I am eager to get into the industry to further enhance my abilities.

⚙ Technical Skills

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

I maintain excellent knowledge on prototyping and developing gameplay features. My work demonstrates my proficiency in 3D mathematics and object-oriented programming principles.

Relevant Projects

Goblins Go Boom! - Third year game 🕹

- A first person '**boomer-shooter**' dungeon crawler where you play as a goblin exploring magic caverns.
- Built with **Unreal Engine**.
- Primarily programmed in **C++** with an occasional use of **Blueprints**.
- Implemented all **player movement** and **combat systems.**
- Created and implemented all **player** and **enemy animations.**
- Programming lead in a team of 10, responsible for feature development and sprint planning through **agile principles**.
- Utilised project management softwares, such as **Jira**, to deliver working builds for weekly deadlines.

Atlas - Second year game 🕹

- Third person, physics based hoverboarding game set above the clouds.
- Created custom **physics-based movement system** similar to skateboarding games.
- Implemented NPC dialogue system.
- Built with Unreal Engine.
- Programmed primarily with Blueprints.
- Performed, cleaned up, and **implemented all Mocap animations.**

Game Jams

Frown Flipper (GGJ 2024) 🕹   **Rootin' Shootin' (GGJ 2023)** 🕹

- Rapidly prototyped tailored **enemy combat AI** systems for both projects.

This required strict adhesion to agile development principles to prioritise tasks within these 48-hour time spans.

🎓 Education

Falmouth University (2021-2024)

Computing for Games BSc(Hons) 2:1

Chipping Norton School (2019-2021)

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

💼 Employment

Chipping Norton Lido (2019-2025)

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

Favourite games: Team Fortress 2, Hollow Knight, Celeste, Disco Elysium, The Binding of Isaac, Outer Wilds, Risk of Rain 2, Red Dead Redemption 2.

- Inline Rollerskating
- TTRPGs and board games