

Owen Jackson

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Unity C# Developer with over 5 years of professional experience developing for mobile games and apps. Experienced at working independently within agile environments, can quickly adapt to new codebases and contribute to features. I like to learn about NPC behaviour systems and build tools that aid my team members.

Technical Skills

- Programming languages: C#, familiar with C++
- Game Engines: Unity 3D
- Other: JSON, XML, JIRA, Git, Jenkins, Android Studio, Xcode

Employment history

Supersolid (2024 - Present) - Unity Developer (Live Games)

At Supersolid I work as the sole client developer on the live games team. I maintain three of the company's long running (5yr+ old) mobile games: *Food Street*, *Home Street*, and *Snake Rivals*.

- Created a dynamic battle pass purchase menu for *Snake Rivals* shortly after joining. The setup was data-driven and it replaced the static images of the premium skin with a 3D animated preview, making buying the pass more appealing to players.
 - I passed probation one month early with this being a key contributor. It demonstrated my ability to quickly learn and be able to work on unfamiliar projects.
- Created a Jenkins pipeline to install Unity versions via CLI on the build machines. This could be run in parallel, allowing us to install a new version to all machines in 10-15 minutes.
- Build master duties - creating builds for upcoming updates, resolving live issues, upkeeping the Jenkins pipelines used for building.
- Work on editor tools to streamline work for other team members. Made with UIToolkit and uGUI.
- Keep Unity versions and third-party plugins up-to-date.

SmartCitti (2019 - 2023) - Unity Developer

SmartCitti is a mobile app company with its app released on the Google Play Store and App Store.

- Worked alongside two other Unity developers, 5-10 people total. Agile work environment using 2-week JIRA sprints and attending daily standups.
- Communicated with designers and created the UI in Unity from their designs. Designs were received via MockingBot and images were edited in Paint.NET when needed.
- Communicated with the backend developers to work out the JSON payload requirements for our app's RESTful service calls and learned to make some of the services myself.
- Used Android Studio and Xcode to create native plugins for requesting permissions and DateTime pickers.
- Created release builds for mobile platforms and worked on post-launch updates

West Sussex County Council (2017) - Administrator (Summer Job)

- Joined a small team of ~10 people in the Finance Department helping with monitoring reports and keeping files up-to-date.
- I communicated effectively with my team to quickly learn their internal software systems and helped with general computing queries.
- Attended regular team meetings where we discussed our progress with the workload.

Personal Projects

Whose Song Is It? (2023 - 2024) - Unity C#

Music trivia party game developed solo. A random song is picked from a player's Spotify playlist and everyone guesses whose it is. I used Unity's networking packages to implement the game's multiplayer. Portfolio link: <https://owenjackson.dev/whose-song-is-it/>

Education

BSc (Hons) Games Technology (2015 - 2018) - 2:1, UWE Bristol

Final-year modules

Creative Technologies Project (final project),

Title: Combining Behaviour Trees and Reinforcement Learning for a Game AI (69%):

In my final project, I built a modular C# library for behaviour trees that include a Q-Learning algorithm. Applied in a Unity project, it simulated a JRPG-style fight scenario where the AI learned the elemental resistances of the enemies by attacking them and adapted which moves it used.

Portfolio link: <https://owenjackson.dev/btrl/>

Advanced Technologies (74%): I created prototypes for three projects showcasing diverse game mechanics and development tools: a squad AI controller (Unity), an optimised swarm AI (C++ DirectX11), and a tilemap editor with procedural generation functions (Unity).

Commercial Games Development (57%)

Audio-visual production (56%)

Hobbies & Interests

- **Video Games** - Mainly play RPGs and racing games but enjoy games from almost all genres.
- **Badminton/Racket sports**
 - Played tennis from ages 7-14 and used the skills from that to transition to badminton.
 - Member of my university's badminton society. I have been playing for over 10 years.
 - My weekly drop-in has doubles tournaments at Easter and Christmas, I have won three times since 2021.
 - In 2024 I joined a local league team with Felpham Badminton Club.
- **Animals and Earth Sciences** - Like to watch animal documentaries and enjoy visiting zoos and science museums.
- **Anime** - Usually follow a few shows at a time while they release weekly episodes. I was also a member of the Anime society at university.