

# Jonathan Ritson



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## Personal Profile

I am a 21 year old recent graduate from East London, with many years of computer games development experience. During this time, I have used a wide range of different game engines and programming languages. I have been developing games for 5 years through education and personal side projects.

I look forward to starting a career in the professional workspace. Here I would contribute to the success of any project through my experience to date and my willingness to learn and develop. With this, I hope to broaden my knowledge even more when it comes to designing and making games. Gaining industry experience will be an invaluable opportunity for me, that I hope will be used to the best of my ability to the benefit of any company.

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## Work & Experience

**VireZone – Two weeks Part-time - November 2020**  
Augmented Reality Developer

**HYPD Arena – Summer Job, July – August 2019**  
Esports Arena as a VR Specialist

**Two games published on the google play store.**  
One using AR technology.

**Volunteer on-site playtester for EA Guildford and Bossa Studios.**  
Testing multiple unreleased and unannounced projects.

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## Education

**University of East London, October 2017 – July 2020**  
BSc Computer Games Development,  
First with Honours

**Havering Sixth Form College, September 2015 – June 2017**  
BTEC Creative Media Production (Games Development): DD  
Level 3 Extended Project: A\*

**Abbs Cross Academy and Arts College, Hornchurch, September 2011 – June 2015**  
9 GCSEs including BB in Information & Communication Technology (Double Award)

## Skills

**Game Engines:** Unity (5+ yr.),  
Unreal (1 yr.), Stencyl (2 yr.).

**Programming:** C# (3 yr.),  
JavaScript (2 yr.), C++ (1 yr.).

**Teamwork:** Project lead (5+  
Academic projects), Team member  
(Academic & Non Academic),  
GitHub, GitHub LFS and Trello.

**Other:** 3DS max (2 yr.), Blender (2  
yr.), VR & AR (1 yr.), Full  
driving licence.

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## Interests and Achievements

### **Games Design**

Closed Alpha and Beta tester for Anthem and The Elder Scrolls Online.  
Participated in multiple game jams, including Ukie, Side Quest and Ludum Dare.  
Attended many game development events and talks e.g. Develop: Brighton, EGX:  
Rezzed and Unity Developer Days.

### **Music**

Piano  
Creating and transcribing music

### **Diving**

Jack Petchey Award - 2010