

Jonathan Ritson



Email: jonathanritson42@gmail.com

Website: www.jonathanritson42.com

Personal Profile

I am a 22 year old Unity and Unreal Developer at Apache Solutions. In this time I have amassed multiple years of development experience with a specialisation in AR and VR (Augmented and Virtual Reality). During this time, I have used a wide range of different game engines and programming languages with my primary focus in Unity and C#. I have been developing games for 7+ years through work, education and personal side projects.

Work & Experience

Apache Solutions – Full Time – February 2021 – Present.

Projects

SSE COP26 – (Project lead of a team of 2, Programmer and 3D Modeller), The Peoples Platform – (3D modeller) and other Confidential projects – (Programmer).

VireZone – Two weeks Freelance - November 2020.

Two Christmas AR related projects – Solo 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.

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 at least 'C' in English and Maths with 'BB' in Information & Communication Technology (Double Award)

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

Skills

General Development: Unity (6+ yr.), Unity AR & VR (3+ yr.), Stencyl (2 yr.), Blender (2 yr.), 3DS max (2 yr.), Web AR (1 yr.), XCode (1 yr.), Unreal (1 yr.).

Programming: C# (4+ yr.), JavaScript (2 yr.), C++ (1 yr.).

Teamwork: Project lead (1 Commercial and 5+ Academic projects), Team member (Academic & Non Academic), GitHub, Slack, Source tree,

Other: Full driving licence and car.

References available on request