Jay Paris

business@jayparis.com
07449 505 224
Based in England, United Kingdom

Games Technical Designer

Portfolio website:

jayparis.com

SUMMARY

Professional technical designer with specialist skills in **Unity & C#**. Held programming & design roles across **3 shipped games** in my time at Builders Brew. Explored all aspects of Unity's pipeline, from high-level state management, to low-level optimisation & rendering code; These proficiencies allowed me to secure an **industry role as an undergraduate designer**. Since then, I've self-published **3 web games**, and used the resulting experience to implement new services for the company. Every project I work on reaffirms my passion for games and the interactive arts, as I keep moving in the same circles as their creators.

PROFESSIONAL EXPERIENCE

Builders Brew Ltd — *Game Designer & Programmer; Hybrid remote*   *July 2023 — Present*

- Shipped 3 games across: Desktop, **The Archaeology Game**; Mobile, **Gang Awareness Game**; and Web, **Hat Factory Explorer**. Delivered on-time after carrying out in-person functionality testing at clubs & schools. Worked directly with clients from **MOLA** (**Museum of London Archaeology**), **Northamptonshire Police**, small companies & in-house projects.
- Responsible for implementing all **web services** into our games for: Academic data collection, cloud save files, and usage statistics. My largest contribution was on The Archaeology Game where I worked on gameplay code & design, the database, as well as tech-art. My work has directly helped collect data for our upcoming research paper on game-based learning.
- Delivered above requirements, which included: **Extra compatibility testing;** Teaching a **UI workshop** for our latest client; And recording learning materials for our in-house tools. Worked in close liaison with clients, keeping the minutes, taking in feedback and using it to carefully balance our workload.

Plain English Design — *Fitter; Stowmarket*   *August 2022*

- Assisted as a fitter for Plain English's international orders. With each kitchen being bespoke; Shipments were under strict quality control which I ensured my work satisfied. **Working alongside my university degree**, I was offered to return anytime for future work.
- Used vocational skills in carpentry & CAD to explore new game projects; Building a **custom arcade machine** outside of work. This was in preparation for my studies 'Final Major Project', by pushing myself to create something unique and show efficacy. I appreciate most the colleagues who encouraged me, even helping lacquer and supply paints.

Freelance — *2D & 3D Graphic Design; Diss*   *May 2018 — 2022*

- Produced 2D & 3D motion graphics using **Blender**. Streaming scenes for **@G2Pengu** at aged 16. Logo animations for small local businesses: 'ONIT' and 'Japanese with MegsBee'. Skills in geometry & shader authoring were later transferred into engine.

AWARDS & ACHIEVEMENTS

- **3+ UoN Game Jam awards (Jan 2022-2023)**
- **Norfolk County Scholar Award (Aug 2020)**
- **GCE Prize for Music Technology (Jul 2020)**
- **DHS Music Composition Award (Sep 2018)**

- **3 self-published solo games**. Many private prototypes.
- **Exhibited in MK Gallery**, Milton Keynes. Programmer & Designer for "Tri-Pilot".
- **Business grant awarded** through university's 'Changemaker Incubator' alongside studies.

Self-published games and prototypes were only possible due to my overlap in roles. Being able to **start and finish a game independently** is not only creatively freeing, but great experience as it took me across all areas of development. From this, I could make big-picture design and artistic decisions knowing their implications.

EDUCATION

- Games Design — **High First;** Bachelor of Arts (Hons)
  University of Northampton
  Top of studies cohort. 3 games I led have become advertising material for the university's games courses, including showcases across the campus.

- 3 A-Levels + Extended BTEC
  Diss Sixth Form
  [**A⋆, Distinction, Merit, B, B**]. Information Technology, Information Technology Systems, Art and Design, Music, Music Technology.

SKILLS & INTERESTS

12 Years —	Unity game engine
12 Years —	Programming [C#, Javascript, Python]
10 Years —	3D Modelling — Generalist [Blender, 3ds Max]
5 Years —	Shader & Material authoring [GLSL, HLSL, Substance Designer]
3 Years —	Sculpting [ZBrush, Blender]
3 Years —	Animation & VFX — In-engine & Blender

Soft Skills: Decision-making, Personable, Detailed, Team player

Grade 9 piano, practicing jazz improv almost every day, writing short pieces from time to time. I tinker with maker hardware and custom input devices, mixture of **electronics & DIY** from past jobs.