

JAMIE PARISH

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PROFESSIONAL SUMMARY

Focused and detail-oriented Unity 3D engine expert with a focus on video game development, highly proficient in C# programming languages. Creative and dependable team player dedicated to innovation, exposition and efficiently resolving project issues. While primarily a coder, proficient in a wide array of skills pertaining to the development of 2D and 3D video games (and other software).

ACCOMPLISHMENTS

- Mega Museum (Google Play/iOS) - Over 130,000+ installs
- Achieved a First Class Degree in Games Design and Development
- Developed my own DDA (Dynamic Difficulty Adjustment) system
- Published 6+ titles to various mobile stores
- 3 games featured on Newgrounds

WORK HISTORY

Game Developer

07/2019 to 09/2019

Playbrush – London

- Transform daily oral hygiene into a game by building a completely new toothbrushing world. I helped build and maintain the interaction that children have with Playbrush via their mobile games.
- Working both in teams and independently, identifying and solving problems effectively and efficiently while being responsible for the production of high-quality, maintainable code.
- Helped localise the apps with localisation methods to allow the games to be played in different languages.
- Maintaining and updating the different versions between builds using Git to allow other team members to be updated with relevant new additions to code.

Contract 3D Designer

03/2019 to 03/2019

Group SJR – London

In a tight deadline, I was given the task to:

- Update 3D models and improve topology.
- Decorate floor plans for their client's environments, designed in Maya and then taken to the Unity Game engine for rendering, fit for their interactive product.
- Lighting setup

Freelance Developer

06/2017 to 09/2018

Joseph Boston – Longfield, Kent

Games for Cats (over 750k installs) and Games for Dogs

- Clean and organize the project
- Optimize scripts for better performance
- Improve game-play features and mechanics

Alphabet for Babies

- Implementing UI features/mechanics
- Recording voice for each alphabet

Factory Frenzy

- 360 gyro movement using your mobile device
- touch screen hand gestures (swipe, push, rotate)
- Implement leaderboards for high scores

- Create the 3D environment

Co Director/Lead Programmer

01/2016 to Current

Merchant Games Ltd. – Longfield, Kent

- Became proficient at troubleshooting and implementing fixes to ensure project functionality
- Making sure scripts are optimized and well structured
- Project to be organized
- Took ownership of new features, from initial concept to production
- Constantly researching better solutions for current features/mechanics
- In-charge of social media and customer feedback

Freelance 3D Prop Artist

08/2015 to 10/2015

Dean Day – Longfield, Kent

- Research environments
- Model 3D props ready for client's game.
- Texturing
- PBR Materials to help bring out a more realistic viewing.

Unity Developer

02/2014 to 02/2019

Greenlight Games Ltd – Longfield, Kent

As the gameplay C# programmer my responsibilities consisted of:

- OOP (Object Oriented Programming) - re-usable and reliable coding
- Optimization - fit for target platform
- AI Actions - movements/events
- UI Interaction - menu/gameplay UI elements
- Improving existing/ creating new games fir for target platforms

PROJECTS

MEGA MUSEUM

My first official title which received over **130,000** installs on Google Play.

Game play mechanics and features:

- Finding the artifacts (match 2 of the same card referenced from the memory card game 'Pairs').
- Maintaining variables for incremental stats changes (gaining coins and items)
- Retention techniques (Daily rewards/bonuses for returning the next day that builds up)
- Integrating In-App Purchases (Techniques that would give the player shortcuts for progression)
- Facebook integration (Allows the player to invite and share the game among friends)

YouTube - <https://youtu.be/gqCLji8pjuQ>

Google Play – <https://play.google.com/store/apps/details?id=com.MerchantGames.MegaMuseum>

Apple - <https://itunes.apple.com/gb/app/mega-museum/id1178705414?mt=8>

THE WANDERER

Game play mechanics and features:

- Incremental variables (Day count, Items found, Survivor Points)
- Random events (events that may or may not affect player progression)
- AI fight scenes (events that require the player to use their stats and items to counter the attacks from unwanted visitors)
- Retention techniques (Daily rewards/bonuses for returning the next day that builds up)
- Advert integration (Reward adverts that give the player a supply crate full of items as a reward)

YouTube - <https://www.youtube.com/watch?v=q73ZyQZbRlo&feature=youtu.be>

Google Play – <https://play.google.com/store/apps/details?id=com.JamieParish.TheWanderer>

Apple - <https://itunes.apple.com/us/app/the-wanderer/id1365548683?ls=1&mt=8>

UNNAMED PROJECT

A remake of a personal favorite PS1 title called Future Cop L.A.P.D.

Steps to recreate the core mechanics but by focusing on OOP as much as possible:

- Defence Turrets - controlling the turret type/turret shoot variables/targeting parameters
- Unit Handler - handling the different types of units from 1 parented Unit class using polymorphism (Car,Tank - using the Vehicle class)
- Usable weapons (like above but with a Weapons class)
- Bases - handling the home/base class to be used by each player.

EDUCATION

First Class Bachelor's Degree: Games Design and Development

2015

University of Greenwich - Greenwich

SKILLS

Unity, Adobe, Autodesk, C#, Object-Oriented Programming (OOP), self-motivated, fast learner, project management, enthusiastic, idealist, perfectionist, problem solver, strong communication skills, passionate

ADDITIONAL INFORMATION

Hobbies: Video games, coding, football, researching new technologies for game development