

Jake Fitzgerald

Computing Student

A confident, adaptable and pro-active individual with demonstrable ability to either lead or participate in complex multi-discipline teams to a successful outcome. I am highly self-motivated with the ability to work on my own initiative or as part of a team.

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📍 Carlow, Ireland

🐙 github.com/Jake-Fitzgerald

EDUCATION

BSc (Hons) Computer Games Development South East Technological University

2022 - Present

Carlow

Modules

- Human Computer Interaction
- Object Orientated Programming
- Gameplay Programming
- Software Engineering
- Game Device Architecture
- Data Analytics
- Mathematics for Graphics
- Concept Art
- Motion Graphics
- Communication

Art Portfolio

Coláiste Chathail Naofa

2014 - 2015

Dungarvan

Modules

- Created Art Portfolio
- Team Project
- Individual Projects
- Traditional Art Mediums
- Traditional Sculpting Mediums

WORK EXPERIENCE

Game Developer

Mr. Thee

2023 - 2024

Independent Game Developer

Achievements

- Planned and researched various features and content
- Planned, designed, and created blockout prototypes for multiple levels
- Bug tested base functionality and playability for gameplay, missions, and UI
- Recorded, wrote, and submitted feedback reports from visual user testing

Floor Assistant

Garvey's SuperValu

2017 - 2020

Dungarvan

Tasks

- Assisted customers in locating products on shop floor
- Handled customer complaints in timely manner
- Worked with team to maintain sanitation in store rooms and shop floor including full sanitation of store area, shop floors, product shelving, and products
- Operated box collapsing machine while disposing of waste in designated areas

SKILLS

C/++

Javascript

Python

HTML

CSS

Unreal Engine

NX Engine

Unity

Blender 3D

Autodesk Maya

Zbrush

Adobe Creative Cloud

MODDING

Neversoft's NX Engine (2017 - Present)

- Extensive modding creating and support using Neversoft's NX engine for their Tony Hawk's Pro Skater video game series
- Participated in multiple open competitions
- Created custom content available for community download

COMPETITIONS

Games Fleadh (2024)

Worked in a two person team to create a puzzle web based game using Javascript and HTML 5 called Astro Hopper

Global Game Jam (2023)

Designer for a turn based adventure game made in C++/SFML to create layouts, puzzles, and combat encounters

Brackey's Game Jam (2022)

Lead artist for FPS puzzle game made in Unreal Engine 4 and created overall layout and individual assets for each entity in the game

GMTK Game Jam (2021)

Lead artist for top-down twin stick shooter game made in Unity, in which I communicated with an animator when modelling and rigging several characters

INTERESTS

Digital 3D Art

Digital 3D Sculpture

Design

Skateboarding

Fitness

Musical Instruments