Thomas Jackson

Graphics & Games Programmer

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Portfolio: https://tomizzed2001.github.io

A confident and dedicated individual with a wide range of communication, technical, and critical thinking skills. Excels in teamwork both as a leader and team member to provide valuable contributions to the task at hand. A logical minded, creative programmer who puts to use a combination of learnt knowledge and experience to efficiently produce quality work.

Technical Skills

Programming Languages Development Tools APIs / Systems Experienced In

■ C/C++ ■ Unreal 5 /4 ■ Vulkan ■ Physics ■ C# ■ Unity ■ OpenGL ■ Rendering

GLSL
 Python
 Java
 RenderDoc
 Windows
 Linux
 OpenMP / Cuda
 Animation

With specialisation in: Computational Geometry and Isosurfacing techniques.

Employment History

CLO Coffee - Roastery & Café

Leeds / York, UK

Café Operator Jun 2019 – May 2023

Organised a small group to efficiently operate the café during busy periods and ensure customer satisfaction.

Nandos Leeds, UK

Front of House Staff

Jul 2023 – Mar 2024

Worked within a team to provide an enjoyable experience for all patrons and uphold customer expectations.

Soft Skills

Communication
 Problem Solving
 Leadership
 Time Management
 Organisational Skills
 Adaptability
 Presentation Skills

Education

University of Leeds Leeds, UK

MSc in High Performance Graphics & Games Engineering Sep 2023 – Sep 2024

Distinction

Relevant Modules: Animation and Simulation, Geometric Processing, Rendering and High-Performance Graphics Dissertation: Marching Cubes for Low-Poly Mesh Generation

Awards: High-performance graphics and games Engineering prize, for the highest grade percentage on the course.

University of York York, UK

BEng in Computer Science Sep 2020 – Jun 2023

First Class Honours

Relevant Modules: Object-Oriented Programming, Software Engineering, High Performance Computing, Data Science, Machine Learning and Embedded Systems.

Dissertation: Washed Up: A 2D Survival and Tower Defence Game in Unity

Garforth Academy

A-Level Mathematics – Grade A

Sep 2018 – Jun 2020

A-Level Physics – Grade A

A-Level Computer Science - Grade A

Hobbies & Interests

During my free time I enjoy creating my own games and developing tools to help with my own projects. I also participate in Esports events, having represented York University both as a player and an organiser. I'm also passionate about exploring the British countryside and often go walking and cycling on scenic routes.