

Jack Eatock

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An experienced Game Developer, invested in complex logic and ground-breaking technology. Originally self-taught in C# and Python, before starting formal studies at the University of Plymouth. During my studies, I worked for multiple studios developing games for many platforms, PC, Mobile and Console and in my free time, I worked on various projects including VR and AR. I specialise in the development of games in Unity and C#, but am not limited to these tools.

Education:

BSc (Hons) Computer Science (Games Development) - First Class Honours with Certificate of Professional Industrial Experience - with an Aggregate Final Mark of: 79.59%. ([+Award](#))

Work Experience:

- **Full-time Unity Developer - Carrot Corporation - [April 2026 - Present]**
Unity developer designing and developing a variety of educational games.
- **Full-time Unity Developer - Barnstorm Games - [Aug 2024 - April 2026]**
Primary developer for "The 1% Club World Challenge". Maintaining and developing applications for a variety of platforms, including mobile, Switch and PC. Including large IPs such as "The Chase", "The Wheel" and "Evel Knievel".
- **Full-time / Part-time Unity Developer - Madowl Games - [April 2022 - Present]**
Artificial intelligence, User interfaces, Inputs from multiple devices, Camera systems, Interaction systems, In App Purchases, Subscription management, Timeline events, Mobile development, Pc development and much more.
- **Part-time Unity Developer - Ahoii Entertainment Ug - [Oct 2022 - April 2023]**
I worked on many educational mini-games for their mobile application for kids. I also worked on their payment system, data analytics, optimisations and much more.
- **Freelance Games Programmer - Futura Games - [January 2022 - January 2023]**
Developed a garage for car customisation for a networked game called "Smash Track Drifters". Also worked on their upcoming project "Shadows are Alive".
- **PALS Leader - University of Plymouth - [September 2021 – January 2023]**
Planning and providing weekly sessions to aid first-years throughout their studies.
- **Games Student Ambassador - University of Plymouth - [March 2021 – January 2023]**
Discussing the course with students and parents at university open days.
- **Freelance Games Programmer - Untitled Gaming Studio - [July 2021 – January 2022]**
Various optimisations, such as mesh simplification and combination.

Technical Skills:

- **Experienced Programmer in a variety of languages.**
Strongest being C#, with over 7 years of experience, and C++ with 3 years.
- **Multiple Game Engines.**
Over 7 years of experience with Unity, 1 year with Unreal Engine 5, Godot and OpenGL.
- **Game Artificial Intelligence.**
Developing complex AI using Behaviour Designer, Node Canvas, and/or State machines.
- **Multiple platforms.**
Windows, Linux, MacOS, IOS, Android, Xbox, Web, Switch, AR/VR (OpenXR, SteamVR, OVR)
- **Experience developing a wide range of genres.**
2D, 3D, Pixel, VR, Horror, Racing, Stealth, RTS, Casual, Educational and more.
- **Android app development.**
Developing Android apps using Android Studio and Java.
- **Web-based applications.**
Developing Web applications using Unity WebGL, [Phaser](#), and [P5](#).

- **Game Multiplayer Networking.**
Developing networked solutions using Unet, Photon Engine or Unity and C# from scratch.
- **Analytics, Monetisation and Cloud Builds.**
Making use of UGS to record Analytics, automate Cloud Builds and make InAppPurchases.
- **Account management.**
Creating and managing accounts for users as well as game data using Firebase.
- **Game Development without an Engine.**
CMD applications using C++ or C#, Games with python and the Pygame library, and web applications using Javascript with P5 or Phaser.
- **Firm understanding of version control (Over 7 years using git).**
Experienced within a team environment using Github, Bitbucket, Gitlab and Azure.

Skills:

- **Impressive ability to break down complicated logic into bite-sized chunks.**
For example, “VRTowerDefence” required a procedurally generated world well-optimised for VR. The meshes were simplified and combined to reduce the number of batch calls.
- **Strong communication skills.**
Obtained by frequently participating in team projects, speaking to students and parents during university open days and providing support to first-year students as a PALS Leader.
- **Quick learner.**
Can adapt efficiently to any desired programming language, engine, or tool.
- **Proficient problem-solving skills.**
Often finding unique and more efficient solutions to a problem at hand.
- **Motivated and resilient.**
Being Dyslexic, academic failure was no rare occurrence and forced the development of resilience. This is an essential skill for any programmer, considering the nature of the job.

Achievements:

- Developed my first game at the age of 14 (“Lost Pieces”).
- Entered many game jams, which entailed developing projects in very short periods, e.g., between 12 to 74 hours. Examples, are [Heldback](#), [ACubesJourney](#) and [Crabs](#).
- Became more ambitious and decided to develop a virtual reality game called ‘VRTowerDefence’ when I was 17.
- Established a private limited games company, ‘OkapiGamesStudio’, at 18.
- Worked as a programmer within a team of 7 to develop a game called ‘GooEasy’ for a two-week game jam when I was 19. We achieved 2nd place in the competition.
- I became the team lead for the next project we tackled, ‘Planet Rebirth’. It was developed during two weeks (achieved 7th place in the competition).
- Worked on the game “The Directorate: The Spy Who Killed A Saint” for Madowl Games and presented it at GamesCom at our booth.
- Released the game “SimpleCEO” which I worked on from start to finish alongside the Madowl Games team.
- A fellow student and I created the studio, “Distilled Games” and have been actively working on the game “Bear Brewery”
- Won the “Trijam 260th”, a 3-hour game jam using Godot. [GameLink](#)
- Created “SimpleEats” for my Final Year Project and had it set up on Steam for testing.
- I was awarded the Institution of Analysts and Programmers Prize for the Best Software Development Project by Revell Research Systems. (2024)

Interests/hobbies:

- I have always enjoyed sports. I regularly climb, hike, play squash, badminton and swim.
- I am sociable and enjoy spending time with friends, such as at a board game cafe.

References and certificates - Available upon request.