

Jonathan Carter

Indie Computer Games Developer

+44 7490 455411

jmc@devj.uk

devj.uk/

Some of my work



[The Shadow Within](#)



[PolyMaina](#)



[More...](#)

Work History

Playtester - Volunteering

18th JAN 2017 @ 7PM - 18th JAN 2017 @ 9PM

[Bossa Studios](#)

Playtesting a new unannounced title and providing feedback in a survey form to allow the developers to get an idea of what people think of the game and whether they should continue with it for a full title.

Games Developer & Student

2014 - 2016

[Rizing Games](#)

Rizing Games is a student run games studio which makes and releases games to the commercial market allowing students to get experience on how the industry works and allows them to release games of their own to get them known.

Work included: Exhibiting Games made in the year to industry professionals & media representatives

Includes a yearly trip to E3 to exhibit games to the industry.

Rizing Games is a major part of the Cambridge Regional College Games Course which I was a part of.

Game Testing and Trailer Actor

1st September 2015 - 4th September 2015

[Jagex](#)

Work Experience: Game testing and trailer actor for the Vander, Kira & Yury Block N Load Character trailers

Game Testing and Trailer Actor

18th May 2015 - 20th May 2015

[Jagex](#)

Work Experience: I was a game tester and trailer actor for the Sweet Science & Dream Genie Block N Load Character trailers

Work Experience

June 2014 - 1 Week

[Thermoteknix Systems Ltd](#)

Work Experience around the work place, a different area each day. Some area's covered include: Stores, Testing and Programming. Duties included finding components for thermo cameras. Testing camera through a sequence, filling papers on tests in the correct place, programming a robot to follow a layed out path using tape on a table.

Skills

Programming


Including Python, GML & C#

Designing


Coming up with game idea's and fleshing them out into titles to release

3D Modelling


Ability to Model people (from templates), clothes & objects

Education

Level 3 Extended Diploma Games Design & Development

2014 - 2016

[Cambridge Regional College](#)

Grade Achieved: DDM

Topics covered: 2D Animation, Story Development, Game Engines, Game Design, Research Techniques, Understanding Computer Games Industry, 3D Animation, 3D Modelling, Working To A Client Brief & Understanding Computer Games Platforms

IGCSE English Language

2014 - 2016

[Cambridge Regional College](#)

2014 - 2015 grade: D

2015 - 2016 grade: C

I Achieved the required C grade to continue onto University in 2017

GCSE's

2011 - 2014

[Freman College](#)

English Language: D

English Literature: C

Mathematics: B

Science (w/additional): BC

German: E

Computing: D

History: D

Design Technology: C

Art: C

Refernaces

1)

Mr. M Warburton | Course Tutor
Cambridge Regional College
Kings Hedges Road
Cambridge

CB24 2QT
Tel: (01223) 418200

2)

Dr. S Aguilar | Tutor
Freman College
Bowling Green Lane
Buntingford
SG9 9BT
Tel: (01763) 271818