

# J A M

## JESURASA

### CONTACT INFO

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**LinkedIn**            [Click Here to view profile](#)

### ABOUT ME

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A hard-working and motivated **Games Technical Designer** with **5+ years of academic experience** in Games Design, Programming and Computer Science. Soon to be an **MSc Graduate** at Staffordshire University with a **strong background in Unreal Engine** and a new proficient skill in **Games Theory and Research**, excited to join the video games industry in the near future.

### SKILLS

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**Engines**            Unreal Engine 5, Unity 2023.x, GameMaker

**Languages**        Unreal Engine's Blueprint Visual Scripting, C#, C++ Python, HTML/CSS/JavaScript,  $\LaTeX$

**Design**             Photoshop, Aseprite, Audacity, FL Studio

**Project Management**    JIRA, GitHub, Trello, Microsoft Office, Google Docs Editor Suite

**Soft Skills**        Team Work, Verbal and Written Communication, Problem-Solving, Leadership, Time Management, Flexibility, Report Writing, Research, Data Analysis, Critical Thinking

### ACHIEVEMENTS

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**Awards**

- **1st PLACE in Technical Design** @GradEx22 Staffordshire University (June 2022) for 'Project ECHO' - A Braid-inspired 2D Puzzle Platformer demo
- [Click Here to view trailer](#)

### EDUCATION

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**MSc in Creative Arts and Technology (By Negotiated Study)**            **2022-Current**  
*Staffordshire University | Stoke-On-Trent, UK*

- Thesis topic: "Implementing Machine Learning AI Agents in Video Games"
- Selected Modules: "Simulating Believable AI in Video Games", "Implementing Improvement Mechanics into an Existing Video Game AI Model (Pacman)", "Recreating an Existing AI Model (Pacman)"

## BSc in Computer Games Design and Programming

2019-2022

*Staffordshire University* | *Stoke-On-Trent, UK*

(Graduated with Second Class)

- Thesis topic: Individual Games Technology Project: A Braid-inspired 2D Puzzle Platformer mechanic with the ability to rewind time.
- Selected Modules: Advanced Games Technical Design, Senior & Junior Collaborative Games Development and Testing, Advanced 3D Games Engines and Scripting, Indie Game Development, Rapid Games Prototyping

## National Extended Diploma in Creative Digital Media Production (Digital Games)

2017-2019

*Coventry College* | *Coventry, UK*

(Graduated with Triple Grade Distinction, Distinction, Distinction)

- Selected Modules: Responding to a Commission, Digital Games Production, Concept Art for Computer Games, Games Testing, Website Production

## EXTRA CURRICULAR

### Game Jam #1 - MagJump

- Submission part of GMTK Game Jam 2021
- A 2D Challenging Platformer based around magnetic attraction and repulsion
- [Click Here to view submission page](#)
- [Click Here to view GitHub repository](#)

## PUBLICATIONS

### Simulating Believable AI in Video Games

2023

*University Paper + Artefact*

- Grade: 94/100 - Distinction
- [Click Here to read](#)
- [Click Here to view artefact](#)

### Implementing Improvement Mechanics into an Existing Video Games AI Mode

2023

*University Paper + Artefact*

- Grade: 96/100 - Distinction
- [Click Here to read](#)
- [Click Here to view artefact](#)

## REFERENCES

All reference details available upon request.