

# Jake Ruggier

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## UNITY GAME AND SOFTWARE DEVELOPER

Creative, technically skilled, Unity developer seeking new roles.

### KEY SKILLS & SELECTED ACHIEVEMENTS

- **Software Development:** Leading development of applications for the civil nuclear and defence sector, for PC, VR and smart devices. Proficient in Unity and C#.
- **Game Development:** Skills in programming (including C# and C++), 3D modelling (Maya, 3DS Max, ZBrush) and game engines (Unity, Unreal). Final year project game using all three achieved a mark of 77% (1<sup>st</sup> class honours level). Designed, developed and released 40-level mobile game 'Gravipult' for iOS and Android.
- **Leadership / Teamwork / Initiative:** 4 years in a small development team, as lead developer for certain projects. Working with directors on determining scope and time/resources required for projects. Working in teams to provide real-time military training simulation for UK and overseas clients using the Virtual Battlespace (VBS) software.

Founder & manager of the West Country Rebels quadball club, now a nationally competing team. 3 years running clubs and societies at *Students' Union at Bournemouth University (SUBU)*, organising weekly socials and trips. Elected representative on the SUBU Activities Council for 1 year. Ran for full-time VP Activities elected officer position in 2018. Ran for local council in 2023.

### EMPLOYMENT and WORK EXPERIENCE

#### Unity Software Developer, Nautilus International, Poole, UK Feb'20 – present

- **Software Development:** - Lead Unity developer of applications for the civil nuclear and defence sectors. Working with 3D modellers and other team members on workflow and quality control.
- **Programming/Scripting:** Writing all functionality and features required in C#.
- **Level Design:** Creating scenes of real-world locations to high standards of accuracy for clients.
- **GIS:** Use of mapping and elevation data to procedurally recreate large geographic areas.
- **Virtual Reality:** Creating VR and MR applications for the Oculus/Meta Quest headsets.
- **Working with clients:** Providing on-site support and simulation services, including with Virtual Battlespace 3 (VBS3).

#### Assistant Developer, Gamebrain, Bournemouth, UK Jun - Jul 2019

- **Programming:** Assisting with programming and Unity tasks and writing tools to aid development.
- **QA Testing:** Testing new builds on different devices and making bug reports.
- **Content Management:** Working with a CMS to add and edit app content and set up client accounts.

#### Customer Assistant, Tesco Express Lilliput, Poole, UK Dec'18 – Dec'19

- **Customer Service:** Helping customers find what they're looking for and serving them at the tills.
- **Stock and Cash:** Putting out, organising and tidying stock. Cashing up and closing the shop.

#### Intern, Amuzo, Bournemouth, UK Summer 2015

- **Playtesting:** Providing written feedback for game in late-stage development.
- **Level Design:** Making levels for a mobile game in Unity.

## EDUCATION, TRAINING & QUALIFICATIONS

### **BSc (Hons) Games Technology (2:1), Bournemouth University**

**Sep'14 – Jun'18**

Included a year developing games for the market in our team's own Obverse Studios business.

### **Poole Grammar School, Poole, Dorset**

**Sep'10 – Jun'14**

**A-Levels:** Computing, Maths and Religion & Philosophy: AS-Level Physics.

**EPQ** [AS level equivalent] Designed and programmed a multi-level game using C#.

**13 GCSEs** including Maths & English.

**Languages:** Conversational French, beginner German and Spanish.

## ADDITIONAL INTERESTS

- **Current Affairs and Politics:** Ran to represent ward on BCP Council in 2023 local elections.
- **Sport:** Quadball (playing and managing team), Scuba (PADI adv.), Table Tennis, Skiing.
- **Games and the Games Industry:** Fan of Zelda, Mario, Assassin's Creed and World of Tanks.
- **Music:** Casual player of tinwhistle, ukulele, keyboard, clarinet, banjo and other instruments.