

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 sectors, 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% (1st class honours level). Designed, developed and released 40-level mobile game 'Gravipult' for iOS and Android. Game development skills used in production of simulation/training products for military clients.
- **Leadership / Teamwork / Initiative:** Over 5 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 small teams to provide real-time military training simulation for UK and NATO clients using the *Virtual Battlespace (VBS)* software.

EMPLOYMENT and WORK EXPERIENCE

Unity Software Developer, *Nautilus International*, Poole, UK

Feb'20 – June'25

- **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#.
- **User Interface:** Creating UI for all applications as well as standalone UI-centric applications.
- **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 in the UK and overseas, including with *Virtual Battlespace (VBS)*.

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.

Driving: UK licence holder with extensive experience driving large vans and minibuses.

Passport: UK and US passport holder.

ADDITIONAL INTERESTS

- **Travel:** Just returned from two-month trip across Canada and the USA.
- **Current Affairs and Politics:** Ran to represent ward on BCP Council in 2023 local elections.
- **Sport:** Quadball (playing and managing team), Scuba (*PADI* adv.), Padel, 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.

Founder & manager of the West Country Rebels quadball club for 3 years, competing nationally and abroad. 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.