



James Gillen



Unity 3d Developer.

Profile

Former Royal Marine turned Unity developer. Hardworking, motivated with years of unique experiences, and the ability to work in stressful environments under pressure. Professional individual who actively seeks additional responsibilities and resolve problems quickly and efficiently. Has very good time management, with experience managing teams, instructing, and delegating. Have a passion for programming, designing and making games, websites and general programs.



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Core Skills

- Time Management
- Motivation
- Attention to detail
- Critical Thinking
- Communication Skills
- TeamWorking
- Problem-solving
- Adaptability
- Leadership



Technical Skills

- Unity Engine
- Firebase
- C#
- Java
- Blender



Other Skills

- CPR Trained
- Full clean drivers Licence
- Military Training



Work Experience



Jan 2019- Present Unity Developer
Freelance.

2D & 3D cross-platform games, ranging from hyper-casual, Multiplayer, sports, children's story books



2020 - 2024 HAIRY KOW



2020 - 2023 Red Chain Games



2022 - 2023 Eskillz Games



2009 - 2018 Royal Marines Commando
Royal Marines.

Nine years served as a Royal Marines Commando. Took part in several deployments including Op Herrick 17. Attained the rank of Lance- Corporal, involved giving guidance to young inexperienced individuals. Assign jobs and tasks to personnel. Radio communication specialist - provide HF/VHF communication between personnel, teach lower ranks how operate and maintain equipment.



Education



2010/11 CTCRM - Commando Training Centre Royal Marines
Public Service Apprenticeship: Level 2
BTEC LEVEL 2 - IT & TELECOMS PROFESSIONALS (QCF)
NVQ LEVEL 2 PUBLIC SERVICES



2007 Glasgow Caledonian University
BSC(HONS) Computing: Software Engineering 2:1



2005 Stow College
HND software Development



2003 ST Thomas Aquinas Sec School
2 highers