

Jake Lawson

Game Programmer • Gameplay Systems Developer

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Profile

Highly motivated Games Developer with experience in C++, C#, Unreal Engine 5 and Unity. Passionate about gameplay programming, systems architecture and technical problem solving. Strong experience working within multidisciplinary development teams, leading projects and building scalable game systems.

Technical Skills

Languages

- C++
- C#
- Python
- JavaScript
- HTML/CSS

Game Engines

- Unreal Engine 5
- Unity
- Godot
- CryEngine
- GameMaker Studio

Tools

- Git / GitHub
- Visual Studio 2022
- VS Code
- DirectX 11

Portfolio

Website

rinzlerbolt.github.io

GitHub

github.com/RinzlerBolt

LinkedIn

linkedin.com/in/jake-a-lawson113

Education

BSc (Hons)

Computer Games Design & Programming
University of Staffordshire
Expected 2026

BTEC Extended Diploma

Game Design — D* D* D*
2022

BTEC Diploma

Game Design — D*
2020

Projects

Catraband — Lead Programmer

Collaborative cat-themed multiplayer game focused on scalable systems and modular architecture.

- Designed modular gameplay and data systems.
- Built scalable architecture for expansion.
- Coordinated system integration across team.
- Focused on maintainability and designer usability.

Highway Code — Lead Programmer

UE5 1v1 multiplayer arcade driving game developed in a 20-person team.

- Developed core gameplay architecture.
- Implemented dynamic world-state systems.
- Supported multiplayer feature integration.
- Coordinated technical development pipeline.

Coral Reef Simulation

Unity 6 educational simulation of procedural coral growth and ecosystem behaviour.

- Created procedural growth systems.
- Built interactive educational visualisations.
- Designed accessible simulation tools.
- Improved ecological understanding through gameplay.