

Jamie Lillington

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I'm a Games Development student at the University of Greenwich, specialising in 3D Environment & Character modelling roles. I have strong teamwork, communication, & prioritisation skills which I have attained from participating in game jams, being on the committees of multiple University societies & working on personal projects.

Skills

- Blender 3D - Modelling and Rigging
 - Unreal Engine - Game Development using blueprints
 - Unity 3D - Game development utilising **C#**
 - Web Development - Portfolio website developed using **HTML, CSS, and JavaScript**
 - Adobe Suite - image editing using **Photoshop** and video editing using **Premier Pro**
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Projects

[Bubble Man Chomp](#) | 3D Environment and Character Artist | Group Project

- 2D bubblegum chewing and bubble blowing simulator game produced in 3 days with 4 peers as part of Global Game Jam 2025
- Created the Background screen and the character's face with poly count optimisation in **Blender**
- Baked character model's Textures for conversion to **Unity's Render Pipeline**

[Georgian Street Scene](#) | 3D Environment Artist | Personal Project

- Developed understanding of Asset Package creation by Modeling modular Georgian Townhouses in **Blender**, then made into a **Unity Package**
- Wide variety of modelling techniques used, such as **Boolean, NURBS, Array, Extrude**, etc.

[OrganSweeper](#) | Content Integrator & Programmer | Group Project

- 2D hospital puzzle game created over 3 days with 3 peers from the same course for a game jam
- Ensured correct formatting of imported 2D assets into **Unity**
- Programmed the initial organ system class using OOP principles (**C#**)
- Contributed ideas for content and functionality such as 'Operation' game-like UI

[Anti-Sailors](#) | Game Designer | Personal Project

- 2D top-down pirate shooter incorporating **OOP** principles, polymorphism and inheritance were used to create enemy ships
- Animations were implemented using **Unity's** blend trees
- Created all visual assets from scratch, such as player and enemy sprites, background Tilemap

[Nuclear Reactor Game](#) | Electronic Designer | Group Project

- 3D Co-op Nuclear reactor puzzle game with a physical controller, inputs included 52 push buttons, a 7-segment display and rotary dials
 - Wired, soldered, and created casing for all the components to create a physical controller
 - Tested components using **Arduino IDE, C++** then implemented them into **Unity**
 - Officially selected to present a refined iteration of the Controller and game at end-of-year showcase
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Experience

[Treasurer of the University of Greenwich Games Development Society](#)

Nov 2023 - Sep 2024

- Reinstated the Games Development Society with 5 peers from the course
- Prepared and led fund-raising, social, & academic events for 70 members
- Created multiple ads and prizes including a 3D-printed medal to promote events around campus (**Adobe Premier Pro & Photoshop**)
- Awarded the Best New Academic Society of 2023-24 Academic Year

Vice President of the University of Greenwich Games Development Society

Sep 2024 - Present

- Planned 12 weekly events including collaborations with societies, such as F1 Society
- Arranged and chaired meetings for details and marketing of each event, improving team productivity

President of the University of Greenwich Chess Society

Sep 2024 - Present

- Reinstated the Chess society alone after a year of it being inactive
- Formed a new committee, created social media accounts, purchased equipment
- Planned and hosted weekly casual chess events, as well as collaboration events with multiple societies & the University's Student Union
- Prepared weekly chess lessons with the Vice-President

EJAM Entertainment – University of Greenwich

Jan 2023 - Present

- Game Development team of four, specifically for working on game jams
- Team created with the intention of improving our collaboration skills and working on games with a consistent theme, art style and mechanics
- Completed a Trilogy of 2D games made in **Unity** as part of three game jams at the University

Volunteering

Develop:Brighton 2024

Jul 2024 | 4 days

- Part of a group of 30 Volunteers helping to run a 5000-person Game Development Conference
- Guided guests around the venue, signed guests and speakers into talks, mediated in Q&As at the end of talks

Green Ambassador – University of Greenwich

Oct 2024 - Present

- Enrolled in two Green Ambassador roles as part of Sustainability at Greenwich
- Edible garden – weekly maintenance of the on-campus allotment with a group of volunteers. This included planting crops, pruning fruit trees and weeding
- Biodiversity Monitoring - surveyed birds and mammals around campus on a bi-weekly basis

Education

BSc Games Development and Design 2nd Year | University of Greenwich

Sep 2022 - Present

Key Modules:

- 3D modelling - Improved 3D asset creation by creating modular buildings using **Blender** and creating a **Unity Package**
- 3D Animation Techniques - Modeled and Rigged multiple models to create an animation in **Blender** utilising Deform and bone-based rigs
- Game Engine Rendering Techniques - Developed understanding of rendering pipelines via the creation of scenes using different textures and lighting within **Unity**
- Object-Oriented Programming for Games and Digital Media - Programmed a 2D pirate game with **C#** using **OOP** principles in **Unity**
- Agile Development with SCRUM - Prototyped a website using **Axure** with a group of four using **Agile** principles

A-Levels | BHASVIC Sixth Form College

Sep 2020 - Jul 2022

Mathematics (B), Psychology (B), & Computer Science (B) (**Python, Unity, C#**)

GCSE | Hove Park School

Sep 2018 - Jul 2020

9 GCSE's including Maths and English

Interests

- Playing chess
- Bouldering
- Playing video games, such as Stardew Valley, Dave the Diver & Minecraft
- Listening to science & tech podcasts, such as Huberman Lab and Lex Friedman.