Jamie Lillington

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I am a Games Development student at the University of Greenwich, specialising in 3D Environment artist roles. I possess strong teamwork, communication, and prioritisation skills which have been attained from participating in game jams, being on the committees of university societies and 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 **Premiere Pro**

Projects

Boozer Blitz | *Game Designer* | *Personal Project*
- 3D bartender game developed in **Unreal Engine** using **blueprints**
- Modelled the environment, characters and props in **Blender** and textured some of the assets in **Unreal Engine** with the rest being baked within **Blender**
- Developed understanding of **blueprints** through the creation of BPs for the player, NPC's, UI and Environment of the game

Bubble Man Chomp | *3D Environment and Character Artist* | *Global Game Jam 2025*
- 2D bubble-gum chewing and bubble blowing simulator game produced in 3 days with 4 peers
- Modelled the Background screen and the character's face mesh 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 modelling modular Georgian Townhouses in **Blender**, then made into a **Unity Package**
- Range of modelling techniques used, such as **Boolean**, **NURBS**, **Array**, **Extrude**, etc
- Improved retopology skills enabling better optimisation of models for game engine specific applications

OrganSweeper | *Content Integrator & Programmer* | *GameJam*
- 2D hospital puzzle game developed over 3 days with 3 peers from the same course
- Ensured correct formatting of imported 2D assets into **Unity** for a consistent art style and performance
- Programmed the initial organ system class using OOP principles (**C#**)
- Provided ideas for content and functionality such as 'Operation' game-like UI

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 manufactured casing for all the components to produce a physical controller
- Tested components using **Arduino IDE, C++** then implemented functionality into **Unity**
- Selected by teaching staff 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
- Produced advertisements and prizes including a 3D-printed medal to promote events around campus (**Adobe Premiere 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**
- Collaborations with societies, such as F1 Society, Trading Card Game Society and Discord Society
- Arranged and chaired meetings for details and marketing of each of the 12 weekly events planned, improving team productivity

President of the University of Greenwich Chess Society   **Sep 2024 - Present**
- Reinstated and formed a new committee, established social media accounts growing membership count to over 70, and purchased equipment
- Planned and hosted weekly casual chess events, collaboration events with societies and the University's Student Union
- Prepared weekly chess lessons with the Vice-President, ensuring quality and consistency

EJAM Entertainment – University of Greenwich   **Jan 2023 - Present**
- Established a Game Development team of four, specifically for working on game jams
- Formed to improve collaboration skills and develop 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

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Volunteering

Develop:Brighton 2024   **Jul 2024**
- Part of a group of 30 Volunteers helping to run a 3-day, 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

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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 - Modelled and rigged 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#**)

GCSEs | Hove Park School   **Sep 2018 - Jul 2020**
9 GCSEs, 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