Jack

Winchester
https://jackrlad.com/
jackrlad.com@gmail.com
Mobile: On Request

Core Skills

Languages	Software
C#	Unity
Python	Blender
Java	Aseprite
HTML	Blockbench
CSS	Godot
JavaScript	

Academic Experience

Game designer, developer and artist.

Game Jam platformer game.   17th Nov 2025 (Solo)
https://jackrlad.itch.io/a-grave-borrowed
- Designed the basic gameplay loop
- Developed a basic physics and movement system for the player
- Designed the look of the player and the elements in the game
- Created the UI

Gameplay designer and artist.

Gyroscopic camera control showcase.   26th May 2025 (Solo)
https://jackrlad.itch.io/gyroplatshowcase
- Developed gyroscopic camera and gravity controls
- Designed background and foreground elements

Interests

Drawing
Developing Engines
Worldbuilding
Game Jams

Education

September 2024 - Present

Winchester University- BSc Immersive Technology (3-year degree)
Currently studying the theory and practice behind developing video games, developing skills in technology, and creative development.

September 2017 - July 2024

Thomas Tallis School, Blackheath - GCSEs and A-Levels
A-Levels: Physics, Maths, Computer Science
GCSEs: Design and Technology, Computer Science