

Bradley Jones

bradleyj9834@hotmail.com · 07799 318 781 · Available immediately · [LinkedIn](#) · [GitHub](#) · [Portfolio](#)

PROFILE

Recent Computer science graduate and game developer, with six years of hands-on Unity/C# experience and a track record of shipping work in professional environments. I have completed contracts with Curve Games and Dream Reality Interactive, prototyped play experiences at The Lego Group, and shipped multiple jam titles, including a top 5 global finish in the GDWC student awards. I write clean, well-documented code, communicate clearly with clients, and deliver on time.

EXPERIENCE

The Lego Group Play Invention Digital Intern

Feb 2025 - Jul 2025

- Rapid-prototyped interactive experiences in Unity and Python, iterating quickly on feedback from team members.
- Gained experience scoping and building digital prototypes from concept to playable state within tight timeframes.

Dream Reality Interactive Contract Programmer

Aug 2025

- Picked up Defold engine and Lua from a standing start to develop and ship a small web game on Poki, managing the full production cycle from brief to delivery.

Funtech Tutor

Jul 2024 - Aug 2024

- Taught Roblox Studio and Minecraft modding to students aged 7-13, adapting technical explanations across a wide range of ages and abilities.

Curve Games Contract Programmer

Feb 2024 - Aug 2024

- Built bespoke Python tooling using Selenium to scrape and aggregate Steam Workshop data for Human Fall Flat, removing a manual process for the content team.
- Ran regular client-facing update meetings to align on scope and requirements and delivered the final build a full month ahead of schedule.

Research-i Game Tester (Ad hoc)

Jun 2021 - Present

- QA contracts with studios including SIEE, Creative Assembly, and Tencent.

PROJECTS

Gun Groove Alley · itch.io · ScoreSpace Jam · Top 20 finish · Dec 2023

- Integrated animated Spine characters into Unity, building a custom runtime pipeline for skeletal sprites that gave the game a distinctive visual style.

Root of All Evil · itch.io · GDWC Student Game Awards · Top 5 globally · Feb 2023

- Competed in the Global Game Design Challenge and reached the top 5 worldwide in the student category out of thousands of entries.

Crate Corruption · May 2025

- Built a custom 2D game engine from scratch in Java for a university assignment, including rendering, asset management, and level loading pipelines.
- Developed a Tiled-based level loader that maps custom tile properties to prefabs at runtime, decoupling level design from code and surviving tile set edits without breaking existing levels.

Crashbound · Steam (wishlisting open) · Co-founder & programmer at Foolhardy Games, in development.

TECHNICAL SKILLS

Engine: Unity (6 years, primary) · Unreal Engine (familiar) · Defold Engine (familiar)

Languages: C# (strong) · Python · JavaScript · Java · Lua

Tools/Frameworks/Libraries: Git / GitHub · FMOD · Spine · Google Play Services API · Selenium · JavaFX

Other: Client communication · Agile / iterative development · QA & playtesting

EDUCATION

Goldsmiths, University of London BSc (Hons) Computer Science (First Class)

2022 – 2026

City & Islington CBAT BTEC Level 3 Extended Diploma in IT (MPP)

2015 – 2017