Jack Rathbone - Game Developer & Designer

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WORK EXPERIENCE

YellowLab Games   **October 2024 - June 2025**
Game Developer   *Remote*

- Game developer & designer on [Metavoidal](#) including bug fixing, reworking of core systems and gameplay programming. Design work includes game balancing, encounter design and tutorialisation
- Porting lead for Metavoidal on the [Xbox Platform](#)
- Developer on a PC to Mobile port for an established game (TBA) with primary responsibility for reworking the user interface as well as general optimisation

RenderHeads Limited   **March 2023 - October 2024**
Game Developer | October 2023 - October 2024   *Remote*

- Game Developer on [Metavoidal](#) focused on support and gameplay programming
- Developed a demo Nintendo Switch port of Metavoidal (Release TBC)

Support & Maintenance Engineer | March 2023 - October 2023

- Worked on a wide variety of existing Unity and web games for support purposes including live service projects for companies such as [Formula D](#) and [Sea Monster](#)

G2C Learning   **April 2022 - July 2022**
Contract Game Developer   *Remote*

- Developed a complete 2D Unity web game for the [WWF Ocean Challenge](#) with mobile support

EDUCATION

University of the Witwatersrand   **2019 - 2022**
BA Digital Arts (Honours equivalent)   *Johannesburg*

- Majored in Game Design & Interactive Media
- Golden Key for top 15% grades in the degree

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications**
  - Xbox Game Camp Alumni
- **Technical Skills**
  - Unity development (C#, Shadergraph, Animator)
  - Complete Unity porting experience for the Xbox, Nintendo Switch and mobile platforms
  - Unity audio integration (FMOD)
  - Unity augmented reality (AR) and virtual reality (VR)
  - Web development (HTML, CSS, Javascript, ReactJS, Phaser)
- **Creative Skills**
  - Game design and puzzle creation
  - Game jam addict and prototyper
  - Worked on 30+ games including award winning game jams like [Bollywood Bros](#), [Lightkeeper](#) and [Bungee Smuggler!](#)
  - Extensive work on a long term solo-developed role-playing [game](#)