

JACK RATHBONE

GAME DESIGNER

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ABOUT ME

I am a South African born game designer and digital artist, currently existing in Johannesburg. As a passionate game designer, I have been making games, thinking about making games, and studying how to make games since I was 15.

While my focus has always been on game design, I am skilled at coding and technical work and I also try to keep my art skills up, with experience making 3D and 2D assets. I consider myself a generalist and enjoy being able to work on all aspects of a game.

EXPERIENCE

- Over 20+ games and prototypes created
- 5 years of making games at university
- 7+ year of making my own games
- Over 6+ game jams
- Winner best game at the Campus Game Jam 2022

PROFESSIONAL WORK

Contract Game Developer @ G2C Learning

April 2022 - July 2022

I developed the game Ocean Challenge for the WWF, which was related to World Ocean Day. While following a brief I was responsible for all the code, and implementation of art and sound. I did the majority of level design and layout, as well as designing a control scheme to make the WebGL build more accessible on mobile.

INTERESTED?

CHECK OUT MY WEB PORTFOLIO VIA THE
LINK BELOW

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EDUCATION

University of the Witwatersrand (Johannesburg) - BA Digital Arts [University 2019-2022]

University of the Arts London - BA (Hons) Games Design [University 2017-2018]

Dwight School London - International Baccalaureate Diploma Programme [High School]

SKILLS

Technical

- Unity development
- Web development
- Graphic design
- 3D asset creation
- 2D asset creation
- Virtual reality/AR film making
- Unity augmented reality
- Unity sound implementation
- Unity Mobile & WebGL implementation
- Twine game creation

Creative

- Game design
- Puzzle creation
- Analogue game building
- Creative writing