

Jacob Arbib

Curriculum vitae

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studioleena.me

Education

MSc Computer Games Technology (First) *2020-2021*

City, University of London, London, UK

- Enriching my game design and development skills in an advanced technical course
- Developing games from first principles in C++ and C#
- Building prototypes in a variety of different genres
- Confidential thesis at Splash Damage, supervised by Dr. Christopher Child and Mr. Stefano Sampietro (Principal Core Tech Programmer at Splash Damage)

BSc Discrete Mathematics (High 2:1) *2016-2019*

University of Warwick, Coventry, UK

- Developed computer skills; programming, project management
- Researched foundations of mathematics and computer science
- Thesis project: "Descriptive Complexity: Mathematics and Philosophy", supervised

Relevant experiences

Unreal Gameplay Programmer *04/2023 - present*

[ZA/UM](#), London, UK, full-time

Worked on the studio's first Unreal project

- Developed gameplay systems for a new large-scope Unreal project
- Iterated on internal studio narrative tools and developed engine plugins for them

Associate Systems Programmer *03/2022 - 03/2023*

[Splash Damage](#), London, UK, full-time

Worked in the Systems/Engine team on **Transformers: Reactivate**

- Responsible for next-gen consoles ports development and optimisation
- Developed low level custom UE systems and gameplay systems (e.g. input system, event-based hierarchal FSMs)
- Performance analysis and optimisation with PIX and Unreal Insights
- Custom engine systems maintenance and integrations

Involved with the "LGBTQ+ at Splash Damage" Employee Resource Group (ERG) for the organisation of events and talks on representation and inclusion.

Assistant Systems Programmer *02/2021 - 03/2022*

[Splash Damage](#), London, UK, full-time

Covered full-time position as Assistant role while finishing up my Master's Degree in Computer Games Technology at City, University of London

- Worked on a confidential thesis on low level game ticks optimisation (Cache coherency, ECS), which directly impacted the project I was working on

Unity Developer *10/2019 - 08/2020*

[DTT](#), Amsterdam, Netherlands, internship

- Extensive UI and gameplay C# scripting work; designed, implemented and tested major portion of a currently released Unity mobile game
- ShaderLab/HLSL shaders writing and experience with ECS; implemented shaders and systems for an in development Unity VR app using an ECS framework

Skills/Others

Technical skills:

- Java, C#, Three.js+TS, C++
- HLSL/GLSL
- Adobe suite; Photoshop, InDesign, Lightroom
- Game engines; Unity, UE4/UE5
- Project management and VC; Git, Jira, UML, Slack, Perforce
- Type-setting in Latex

Soft skills/others:

- **Open source projects contribution:** Unreal Engine contributor and others
- **Training and tutoring:** kickstarted internal learning resources with a C++ Newsletter at Splash Damage; tutored students for university exams preparation
- **Team-working:** executive committee member for Warwick PhotoSoc
- **Leadership:** led a team in video game translation projects and led various internal company initiatives
- **Event organisation:** organised events for Splash Damage and ZA/UM on LGBTQ+ inclusion and representation
- **Verbal communication:** radio speaker experience

Languages:

- Italian (Native)
- English (C2)
- Spanish (B1)

References available upon request.

