Jacob Arbib

based in London, UK
email: jacob.arbib@gmail.com
phone: +44 (0) 7585 820573

studioleena.me

Relevant experiences

Engine Programmer
01/2024 - present

[Larian Studios](#), Guildford, UK, full-time
Worked on the studio's internal custom engine:
- Extended and maintained our ECS framework - e.g. added support for correct entity and events replication, made bespoke data structures for high performance to be used in systems' update loops and improved our querying system.
- Extended and maintained our Codegen framework - e.g. added support for the generation of serialization models for components and reflection information for our UI models.
- Developed and prototyped a Fullbody IK solution based on our existing limited IK implementation.
- Developed debug tools and worked on general low-level engine bugs in a variety of different areas.

Unreal Programmer
04/2023 - 01/2024

[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 manteinance and integrations

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

Education

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

City, University of London, London, UK
- 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
- Thesis project: "Descriptive Complexity: Mathematics and Philosophy", supervised by Dr. Dmitry Chistikov

Skills/Others

Technical skills:
- Java, C#, Three.js+TS, C++
- Game engines; Unity, UE4/UE5, Godot
- 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 and other experiences available upon request.