Dean Jackson

Contact

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LinkedIn Profile

Portfolio

Software

Unity

Unreal Engine 4

Visual Studio

GameMaker

Photoshop

Audacity

Trello

Jira

Slack

Microsoft Word

Microsoft PowerPoint

Microsoft Excel

GitHub

Languages

C#

C++ Blueprints

Professional Summary

Lead Game Developer with 4+ years of professional experience shipping commercial games on Steam, iOS, and Google Play. Strong background in Unity (C#) with hands-on development of gameplay systems, UI implementation, debugging, and full release pipelines.

Former Unity Technologies QA Intern.

Comfortable leading features end-to-end, collaborating across disciplines, and mentoring others in small development teams.

Work Experience

Lead Game Developer

ForLoop   Jan 2025 – Present

➢ Technical lead for core gameplay systems, from defined designs and driving implementation across the full project lifecycle.

➢ Delivering complete gameplay features that meet technical, design, and performance requirements for release.

➢ Leading and facilitate development meetings, making and communicating technical decisions and trade-offs.

➢ Managing and coordinate external freelancers (artists and 3D modelers), setting scope, priorities, and delivery expectations.

➢ Preparing, manage, and submit production builds for Steam, iOS, and Google Play.

Game Developer

ForLoop   Apr 2022 – Jan 2025

➢ Implementing gameplay mechanics, UI systems, and supporting tools using Unity and C#.

➢ Diagnosing and resolved bugs through systematic debugging and root-cause analysis.

➢ Integrating UI designs into production-ready, responsive in-game interfaces.

➢ Contributing to commercial game releases and post-launch updates and bug fixes across multiple platforms.

Computer Lab Assistant

Kingston University   Oct 2021 - Apr 2022

➢ Preparing and configuring devices to meet university technical standards.

➢ Resolving support tickets, diagnosing issues, implementing fixes, and providing timely, professional user support.

➢ Providing hands-on technical and programming support to over 200 students.

➢ Maintaining and managed a tracking database for lab equipment.

Work Experience

Games Tutor
Ham Youth Centre

Oct 2021 - Apr 2022

➢ Teaching and supporting children to learn about game engines and game creation basics.

Release Quality Assurance (Intern)
Unity Technologies

Jul 2019 - Jun 2020

➢ Supporting the launch of Unity 2019.3 and 2020.1.

➢ Writing bug reports with a reproducible guide across all affected versions.

➢ Performing test cases on specific areas of the engine.

➢ Reviewing and critiquing release notes and documentation.

➢ Performing exploratory testing on Unity's latest packages, reporting any issues or quality of life suggestions and debugging their origin.

Student Ambassador
Kingston University

Oct 2017 - Mar 2020

➢ Leading tours, helping with events, giving presentations and running activities for new students.

Education

First Class with Honours – Bachelor of Science
Computer Science with Professional Placement (Games programming)
Kingston University   2017 – 2021

Distinction – UAL Diploma and Extended Diploma in Creative Media and Technology - Games Development
Northbrook College (Worthing)   2015 – 2017

GCSE's
A - Maths, Computing, ICT
B - English Literature, Business, Science, Science Additional
C - English Language, Statistics, Geography
Worthing High School   2010 - 2015

Volunteer Experience

NHS Steward Marshaling (Volunteer)   Mar 2021 - Sep 2021
South West London Croydon Trust Mass Vaccination Centres