

Jared Fisher

Games Programmer | Unity & C#

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PROFILE

Final-year Games Development (Programming) student graduating August 2026, with four projects delivered in Unity and C#. I have worked as sole programmer on both team and solo titles, owning systems end to end: enemy AI and pathfinding, procedural generation and combat. Seeking a graduate or junior role in games or wider software development.

PROJECTS

Tasting Menu 2026

Sole Developer · Third-person action roguelite · Unity 6

- Built a procedural floor generator producing varied runs from a fixed room budget, with rules guaranteeing each floor is completable.
- Implemented the combat system, enemy behaviours and a multi-phase boss encounter.
- Applied SOLID principles and graph traversal to keep systems testable and extensible as scope grew.
- Authored a full Technical Design Document and Concept Design Document alongside the build.

Playable: fisherinteractive.itch.io/tasting-menu · Code: github.com/Esphir/Tasting-Menu

Sinner's Belt 2025

AI Programmer · First-person sci-fi shooter · Unity 6 · Team of 9

- Owned all enemy AI: pathfinding, attack systems and decision-tree behaviour logic.
- Delivered against a cross-campus brief spanning two studio teams, adapting scope when the collaboration was restructured mid-project.

Playable: loretta-lok.itch.io/sinners-belt · Code: github.com/ACM-Games-Academy/GAM-507-Sinners-Belt

Little Pig 2025

Sole Programmer · Atmospheric horror puzzle game · Unity · Team of 6

- Sole programmer on a six-person team: wrote every system in the game, including player control, puzzle logic, enemy behaviour and level flow.
- Single technical point of contact for five non-programming disciplines.

Code: github.com/ACM-Games-Academy/Little-Pig

CAGED 2025

Solo Developer · 2D action platformer · Unity

- Designed and programmed a complete solo project from concept to a published, playable build.

Playable: fisherinteractive.itch.io/caged · Code: github.com/ACM-Games-Academy/GAM-503-CAGED

EMPLOYMENT

Cattery Assistant Jun – Sep 2025

3's Boarding Cattery, Camberley

- Maintained booking and animal records; handled customer enquiries and payments as first point of contact.

Store Assistant Mar – May 2025

Sainsbury's, Fleet · Fixed-term contract

- Worked to shared team targets in a high-throughput retail environment, resolving customer queries on the shop floor.

TECHNICAL SKILLS

Languages

C#, Python, Java, JavaScript, HTML, CSS

Engines & Tools

Unity 6, Unity 2022, Git, GitHub, Visual Studio, Trello

Practice

Agile / Scrum, OOP, SOLID principles, design patterns, technical documentation, code review

Systems

Enemy AI & pathfinding, procedural generation, combat systems, gameplay architecture

Infrastructure

Linux, nginx, deployment and self-hosting

EDUCATION

BA (Hons) Game Development: Programming

ACM Guildford · 2024–2026
Expected 2:1

A-Levels

Collingwood College · 2023–2024
Computer Science, Business, Sport

Mathematics

Oxbridge Academy · 2023–2024

PORTFOLIO

Self-hosted portfolio site

Designed, built and deployed on my own Linux server, including an interactive demo of the Tasting Menu level generator.

ADDITIONAL

Right to work

UK pre-settled status; Estonian (EU) citizenship

Mobility

Full UK driving licence, own vehicle

Interests

Indoor rock climbing, games, self-hosted systems