

# Jonathan Collins

9 Fryston Avenue, East Croydon, CR0 7HF

☎ 07745984307 - ✉ [jonny.collins111@gmail.com](mailto:jonny.collins111@gmail.com)

 [linkedin.com/in/jonnypcollins](https://www.linkedin.com/in/jonnypcollins) -  [github.com/ExtraSoupGames](https://github.com/ExtraSoupGames)  
[Jonathan-collins-portfolio.com](https://jonathan-collins-portfolio.com)

---

I have been making games since I was at school, starting with Python on a Raspberry Pi and working my way up to contributing to Due Process, a live multiplayer FPS. I'm looking for a studio where I can continue to grow alongside people who care about making great games as much as I do.

## Technical Skills

---

- **Engines:** Unity (5+ yrs), Godot, Unreal Engine, Monogame
- **Languages:** C#, C++, Java, TypeScript, Python, GDScript
- **Libraries & Frameworks:** SDL, FXGL, OpenXR, Babylon.js, XNA
- **Tools:** Git, GitHub Actions, Blender, Visual Studio, VS Code, Plastic SCM
- **Workflow:** Scrum, Agile, Kanban, Jira, Confluence, Notion

## Projects

---

- **UDPGameNetworking** | C++, SDL3 – UDP networking library with message acknowledgment, value interpolation and custom data streaming
- **Loco-Comotives** | Godot – Solo-developed train management game; custom rail networks, economy system, real-time hazards, and WFC procedural generation
- **Tidal Tussle** | C++, SDL – Multiplayer game prototype, 95% university grade. Networking approach later refined into UDPGameNetworking
- **VR Space Game** | Unity, OpenXR – Group project; led core gameplay systems and GitHub repo management

## Work Experience

---

### July 2025 – present: Game Developer, Giant Enemy Crab

- Resolved play-reported bugs in a live, shipped Unity/C# FPS, sourcing issues from Jira and deploying fixes using Plastic SCM
- Diagnosed a scoping bug caused by an incorrect resolution lookup (main menu setting applied in-game), restoring accurate scoped view rendering for players
- Independently navigated an unfamiliar large-scale codebase to trace root causes before making changes
- Communicated with the team to prioritise workload and align on fixes

### **November 2025 – present: Kitchen Associate, JD Wetherspoon**

- Worked in a fast-paced team environment, managing time-critical tasks and collaborating closely with others to deliver consistent results under pressure
- Analysed and maintained records of stock, wastage, and deliveries, supporting informed decision-making and inventory management

### **August 2023 - November 2025: Tesco Colleague, Tesco**

- Assisted customers and provided excellent service in a fast-paced retail environment, developing strong communication and problem-solving skills

## **Education**

---

- **1<sup>st</sup> Class Honours**, Computer Science for Games – University of Brighton, 2025
- A2/B1 Proficiency In German

## **Hobbies & Interests**

---

- **Game Jams:** Taking part in Game Jams such as the Brackeys, Three Thing, Stay Safe and EDG Quarantine game jams, working to design and develop small games under tight time constraints
- **Long-Distance Running:** Passionate about challenging myself and hitting personal milestones in long-distance running, recently completing a 50 Kilometre Ultra-Marathon across Dartmoor
- **Indie Games:** Strong interest in playing indie games and studying their design for inspiration, with Stardew Valley, Plate Up! and A Short Hike being major influences on my approach to player experience and game feel
- **Cooking:** I enjoy cooking vegetarian and healthy meals from scratch, experimenting with new recipes and ingredients