



Jamie Dovaston



BSc (Hons) Computer Games
Design and Programming Student

Contact

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Portfolio

Website: <https://www.jamedovaston.com/>

GitHub: <https://github.com/jamedovaston>

Itch.io: <https://jamedovaston.itch.io/>

Profile

I'm an excellent communicator who stays calm under pressure and enjoys tackling technical challenges.

I thrive in collaborative situations and have experience working in cross-disciplinary teams, bringing structure, adaptability, and strategy to every project.

Technical Skills

- Unity Engine (Versions: 2017 – 6000.1)
- Unreal Engine 5
- Node.js, Typescript, React, HTML & CSS
- Database Management (PostgreSQL, MySQL, MongoDB)
- Cloud Gaming Platforms (PlayFab & Azure, Steamworks, Unity Services)
- Version Control (GitHub & PlasticSCM)

Interests

I am a big fan of racing and watch both *Formula 1* and *Formula E*. I spend some weekends at *Donington Park* to watch the *British GT3/4*, *GB3/4*, and *Ginetta Championship Series*. I also try to attend the *Formula E London E-Prix* every year. My friends and I also race go-karts whenever we get the chance – I have achieved a Top 100 time at a local indoor karting track.

Education

University of Staffordshire - BSc (Hons) Computer Games Design and Programming

September 2023 – July 2026 (Projected First-class Honours)

My dissertation researched the integration of data analytics systems in real-time multiplayer environments. I used a mixture of *Unity Engine 6000.1.11f1 (C#)*, *Unity Netcode for GameObjects*, *Express.js*, *PostgreSQL*, *MongoDB*, and *Next.js* to create my own telemetry system, which updates game data live on [my portfolio website](#).

Collaborative modules in both Level 5 & 6 years of study. In my senior year, I undertook a lead programming role, where I communicated with cross-disciplinary teams, making development decisions based on feedback.

Northampton College - Level 3 Extended Diploma in Creative Media Production, Game and Interactive Media Design

September 2021 – June 2023 (Distinction)

I followed my interests in game development to college, looking to further my knowledge in C# and Unity Engine. This course taught me the fundamentals of game development while allowing me to practice working towards a brief.

Relevant Experience

WINNER – Ukie Student Game Jam 2026 (Partners: Epic Games & Scan UK)

February 26-27, 2026 (32-hour Game Jam)

Created a game called '*Conformity Cubed*' in a team of 4. I oversaw general architecture for the project - creating level loading/selection systems, data models, audio, scene loading, and UI/UX development. See more: <https://jamedovaston.com/projects/conformity-cubed>

WINNER – UoS Global Game Jam 2026

January 31 – February 1, 2026 (48-hour Game Jam)

Created a game called '*Murder at the Ball*' in a team of 6. I worked with the team to implement backend logic for scene loading, audio systems, load screens, UI/UX development and more.

Electronic Arts Playtest – F123 & Skate

Temporary March 2023 – July 2025

Completed both in-person and online playtests as part of the Electronic Arts Playtesting scheme. Playtesting unreleased products and giving both questionnaire-based and verbal feedback. Questions were related to the segments played through.

Work Experience

University of Staffordshire – Student Demonstrator

October 2025 – February 2026

On-site teaching assistant in lectures at the University of Staffordshire for 'Programming Fundamentals' (C++) & 'Mechanics Prototyping' (Unreal Engine) modules.

Freemans Events Partners – Bartender

Temporary July 2024 – September 2025

Working on site at Silverstone Circuit events (*F1 British GP*, *MotoGP British GP*, *Ford Fest*, and *Silverstone Festival*). I gained supervising experience managing the bar, signing staff in & out, sending staff on breaks, dealing with customers, managing stock, and more.