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I am a Gameplay Programmer at Binary Spiders and a Master of Computing Graduate who was on an academic scholarship from De Montfort University, and I am looking to find my next job that allows me to continue to utilise my constantly improving skills.

Work History/Experience

Gameplay Programmer – Binary Spiders – Nov. 2025 – Current

- Act as the studio's go-to Epic Online Services (EOS / Redpoint EOS) fixer, diagnosing and resolving online-integration issues across multiple titles.
 - Discovered a bug that created three lobbies on every "create lobby" request. I re-architected the flow so only a single party plus a server-hosted session would be created, eliminating the redundant EOS backend calls (which tripled per user and scaled quickly).
 - Migrated the multiplayer backend from EOS Lobbies to Parties, unlocking redpoint-specific features like proximity voice chat.
- Built the complete VOIP control and UI layer on top of the existing voice chat plugin: mute/unmute, per-user volume, and blocked-player handling.
- Made UI systems localization ready and implemented localized string sets.
- Fix gameplay and UI bugs across in-house and client projects, including defects surfaced during Xbox certification.

Projects:

- **Sledding Game** (*shipped, early access*) — EOS integration and voice chat - resolved Xbox certification bugs and supported QA through console submission.
- **Night Crew** (*in development*) — EOS and voice chat - designed and built a consumables system that grants players temporary attributes and effects using GAS.
- **Pirate Queen** (*VR, releasing soon*) — Worked with State Trees, coordinating voice lines and animations for the game's guide, built the music manager, voice-line manager, spectator camera manager, and VR UI.
- **Aimshot** (*prototype, sole programmer*) — Aim trainer that lets players replicate weapons from other games and share weapon configurations with others.

Skills: C++, UE5, Unreal Blueprints, UI, Jira, EOS, Redpoint EOS, Unity

Junior Gameplay Programmer – Red Rover Interactive – Sep. 2024 – Mar. 2025

- Worked on various systems within the code base for the game Enginefall:

- Worked on various UI tasks using the Common UI plugin
- Updated the ping system to include a quick ping and added contextual pings to the ping system, along with a rework of the UX for the ping menu for easier use.
- Created and implemented a core gameplay loop feature
- Added multiple quality of life changes to help allow for critical information to be conveyed to players more easily.
- Addressed and tracked bugs throughout the code base using Jira.

Skills: C++, UE5, Unreal Blueprints, UX, UI, Jira, Perforce

Junior Gameplay Programmer – Free Radical Design – Nov. 2021 – Dec. 2023

- Implemented and maintained Epic Online Service for an Unreal project using Epic's online subsystems plugins on PC.
- Worked on various gameplay systems, including:
 - Lobby UI and underlying code for better UX
 - Creation of a custom replication system using EOS and Unreal's reflection system for game lobbies to save server costs
 - Customizable characters (both UI and code)
 - Melee combat system using the gameplay targeting system
- Automated multiplayer server start-up sequence from about 3 minutes to 5 seconds, so the server automatically loads the correct game settings and mode selected.
- Addressed and tracked bugs throughout the code base using Jira.

Skills: C++, UE4, UE5, JSON, Unreal Blueprints, EOS, Online Subsystems, Python, UX, UI, Jira, Perforce

Game Developer – Willow Communications – Sep. 2020 – Aug 2021

- Creating Unreal Engine games for their event platform, which is used in holiday parks and bingo halls across the nation.
- Creating applications to help with the automation of tasks and other useful applications.
- Help solve bugs and create add-ons for existing software.
- Provide help to customers through the company's help desk.

Skills: VB.Net, PHP, SQL, XML, JSON, UE4, Unreal Blueprints, C++, CSS, HTML

Undergraduate Position – Novacroft – Jun. 2017 – Sep 2017

- Researching Charities for a project that the company was working on. This included all the laws regarding charities and the Charity Commission.
- Gave recommendations for charities to be approached for the program.

Skills: Research

Undergraduate Position – Novacroft – Jul. 2016 – Sep 2016

- Researching different ways of gamification for a project
- Helping with QA for the project
- Researching other apps or initiatives that used gamification effectively to see if there was anything we could implement into our project.

Skills: Gamification, QA

Education

De Montfort University – Master's in Computing – 2018 – 2020

Distinction

De Montfort University – Computer Games Programming – 2015 – 2018

Second Class Honours, Upper Division (2:1)