

JACK BRETT

GAME DESIGNER & RESEARCHER

Portfolio

Game Designer with proficiency in Unity and UE4.

Proven ability to deliver engaging small-scale games.

Passionate about working on projects with positive social and environmental impacts.



Hastings, U.K.



Education

Engineering Doctorate

Luminary ROLI
2019-2023

Games Technology (BSc)

Bournemouth University
First Class Honours
2014-2017

References Available

EXPERIENCE

Bournemouth University - Post Doctoral Researcher August 2023-Present

- Spearheading authoring tool development in **Unity** for [LogaCulture](#), an EU-funded initiative, collaborating with a large number of organisations and universities
- Crafting immersive **mixed reality** experiences for cultural heritage, working closely with the National Trust
- Lead developer and researcher role (**Unity, C#, and C++**)

Luminary, Roli - Research engineer & Engineering Doctorate October 2019-December 2023

- Worked with Luminary ROLI during an EngD placement at [Centre for Digital Entertainment](#), Bournemouth University
- Conducted research on the intersection of music education and video games, emphasising rote learning
- Utilised **Unity** to create training games, leading four user studies resulting in a series of [published papers](#)
- Collaborated with R&D team and lead developers

Vitae VR - Lead Research Developer December 2017-July 2022

- Collaborated with VitaeVR, a subsidiary of Outpost VFX, and KCL Psychology Department
- Facilitated the transfer of VStore from **PC to PSVR**
- [VStore](#) is a novel functional cognition **VR** shopping task created in **UE4** (C++ & visual scripting) with the intent to increase the ecological validity of cognitive assessments, specifically Dementia and Alzheimer's
- Served as an independent consultant and developer, collaborating with the [lead researcher](#) and team at King's College University and Hospital

LATEST PUBLICATIONS

- Brett, J. and Hargood, C., 2023. [Authoring Tools for Mixed Reality](#). In: Hypertext 2023 4-8 September 2023
- [The Crypt of Notation: Rote Learning through Video Games For Adult Beginner Keyboard Learners](#) - FDG'22: The 17th International Conference on the Foundations of Digital Games
- [Learning through Play; A Study Investigating How Effective Video Games Can Be Regarding Keyboard Education at a Beginner Level](#) - FDG'21: The 16th International Conference on the Foundations of Digital Games