


JEMINA BANU

Games Programmer

CONTACT

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EDUCATION

University of Staffordshire | 2022 - 2026

BSC(H) Computer Games Programming -
Upper Second (2:1)

Tile Cross Academy | 2013 - 2018

GCSE - Mathematics (8), Combined Science
(8/7), English Language(6)

TECHNICAL SKILLS

- **Languages:** C#, C++, Blueprinting
- **Game Engines:** Unity, Unreal Engine 5
- **AI Systems:** Finite State Machine, Utility AI
- **Tools:** Github, Visual Studio
- **Development:** Object-Oriented Programming, Debugging, Agile Development

HOBBIES

- Learning languages
- Creative Writing
- Creative Writing

PERSONAL STATEMENT

An enthusiastic Computer Games Programming graduate with a strong interest in gameplay programming. Knowledgeable in using C++, C#, Unity, and Unreal to develop gameplay mechanics, AI behaviours, progression systems, UI elements, and inventory systems. Through academic and collaborative projects, including research into reactive NPC behaviour and decision-making systems, I have developed strong problem-solving, debugging, and software development skills. Eager to contribute to a development team as a Gameplay Programmer.

PROJECTS

Reactive NPCs 01/10/2025 - 17/02/2026

University of Staffordshire

- Researched concepts e.g. player immersion, believable NPCs in games, and the differences of decision-making models.
- Developed a Unity prototype featuring utility-based NPC decision making and compared its performance and responsiveness against a finite state machine implementation.
- Skills used: programming, project planning, problem-solving/debugging.

Echoes of Imagination 17/03/2025 - 13/05/2025

University of Staffordshire

- Collaborated on a polished, complete puzzle game, working on core mechanics using blueprinting in Unreal Engine 5.
- Worked on player death/respawn, lever/bridge mechanic, UI widget popups, level selection, progression, level unlocking, and debugging.
- Skills used: teamwork, problem-solving, communication, time management.

Accessibility Game Jam 24/02/2026 - 28/02/2026

Tencent / University of Staffordshire

- Collaborative game jam project where accessibility had to be taken into account created in Unity.
- Created pickups and an inventory/shop system, showcasing rapid prototyping using Unity.
- Skills used: prototyping, C#, teamwork, object-oriented programming.

REFERENCES

Available upon request