Jack Davies

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Education

Bachelor of Computer Science, University of Nottingham *2026*
Average 3rd Year Percentage: 67%

Final grade: 2:2

A-Levels 2021-2023
Business Studies: A*, Religious Studies: A, Computer Science: B

Schools

Trinity School of John Whitgift Croydon 2017-2022

Ashbourne College Kensington 2022-2023

Skills

Coding Languages: Python, Java, HTML/CSS/JavaScript, C, C++, ARM Assembly

Platform Experience:

- Amazon Web Services, experience with EC2 instances, E3 Buckets and Lambda.
- Godot Game Engine, Unity and a suite of IDEs for different programming langugaes.

Experience

Independent Game Developer August 2026-Present
Air Traffic Control Game Personal Project

- Secured explicit permission from the original developer to recreate and modernise a game called "Runway", a beloved but discontinued 2D mobile game from 2013.
- Built entirely from scratch in Godot 4, implementing Object-Oriented methods and designing all graphics and UX myself.
- Engineered a seamless WebAssembly/HTML5 build hosted live on my portfolio, while concurrently orchestrating a closed-testing pipeline for a full iOS release on the App Store.

Intern July 2025-August 2025
Investec Bank, City Of London

- Collaborated with cross-functional technology teams to map and analyse departmental workflows, identifying opportunities for process optimisation.
- Provided emerging-market and Gen-Z demographic insights during team strategy sessions, influencing discussions on likely perception of different decisions and the general mood of target audiences to better evaluate the planned course of action.

Waitstaff, Bar Tender 2026-Present
High-Society Clapham, London

- Providing waiting and bar service at luxury events.
- Helped serve food, wine, and anything else guests needed, as well as made and served specialised drinks as a bartender.

Instructor 2016-2020
Bromley Swimming Club Bromley, London

- Instructed and taught children how to swim.
- Encouraged and helped children with the potential to pursue the sport competitively.

Projects

Dissertation: Final Mark: 66/100. Developed a multiplayer educational game as part of my third-year studies for my undergraduate degree. The game sought to develop the critical thinking ability of the players and asks how much of the information we receive digitally can be trusted. This was built in Java and utilised an EC2 AWS instance to facilitate multiplayer web hosting to create a digital environment where players could all play the game in synchronicity from their own devices.
Platformer game: I built a game similar to that of Mario in Python for my computer science A Level. Achieved 67/70, going towards 1/5 of my final grade.

Reversi game recreation: I used Java to create a game based on the real game Reversi. This was part of my first year of study and was instrumental in developing my proficiency in Java.

Operating System Process Logger: I developed an operating system process manager in C that concurrently created, managed, and terminated processes using semaphores and the pthreads library. This project strengthened my understanding of concurrency, thread synchronisation, and process control, enhancing my ability to write efficient and thread-safe code.

Other projects: February 2025: My university tasked our group of 6 with making some bespoke software for the BJSS IT consultancy firm. We delivered the final product on time and with all required features.

Extra-Curricular Activities and About Me

- I swam competitively for 11 years from age 6. I would often train 6-7 times a week for about 2 hours for each session. This allowed me to compete at a regional level, even making some national times. This taught me how to discipline myself at an extreme level.
- Offa's Dyke expedition, which is an old path of mountains that stretches from Prestatyn, the very north of Wales, to Chepstow in the south. This took us 11 days and demanded resilience to complete.