

Ember Jones

Game Development | Programming

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PORTFOLIO

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ITCH.IO PAGE

<https://emberjones.itch.io/>

LINKEDIN

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EDUCATION

Vega at Emeris, Cape Town — Bachelor of Computer and Information Sciences in Game Design and Development

FEBRUARY 2024 - DECEMBER 2026 (expected)

Through my degree at Vega, I've learned a variety of skills related to game development such as programming in C# and C++, creating game demos and prototypes in Unity and Unreal Engine, game design principles, 3D modeling game ready assets, basic animation and rigging of 3D models.

CG Spectrum, Online — Game Design Diploma

MAY 2021 - MAY 2022

Reddam House Constantia, Cape Town — High school Diploma

JANUARY 2016 - DECEMBER 2020

SKILLS

Programming, Game Design, 3D modeling, Animation and Rigging

PROGRAMMING LANGUAGES

C#, C++, Java, Kotlin

SOFTWARE

Game Engines: Unity and Unreal Engine 5

Modeling/animation: Blender

PROJECTS

[2Skate – a physics-based rollerskating simulator](#)



[2Skate by Craig Harrod, Kaellum Alves, Ember Jones, and Devilliers Cloete](#)

2Skate was created as part of the [2026 Physics Game Jam](#). The jam was 7 days long, allowing me to spend some time learning about and implementing ragdoll physics, wheel colliders and complex collisions and movement mechanics alongside my team. The game was made in Unity.

I focussed primarily on programming and implementing the movement of controlling each rollerskate separately, as well as setting up and debugging the collisions of the character with the environment and fixing several major bugs related to clipping, gliding and force application that we encountered.

[Office has 2 F's – a satirical first person bullet-hell](#)



[Office Has 2 F's by Devilliers Cloete, Jonty de Longchamps and Ember Jones](#)

Office has 2 F's was created as part of [The Campus Game Jam 2026](#). The jam was ~50 hours in length, with the theme of echoes and reflections. Our game centered around reflecting bullets that are shot at you by corporate workers, satirising and reflecting on the current toxic state of corporate workplace culture. The game was made in Unity.

My focus was on the movement mechanics, the 'time slow' combat mechanic and its visual effects and setting up parts of the level layout such as enemy placements and respawn locations.