

Ben Holdway

Phone - 07542 509102

Emails - benholdway03@gmail.com • h019546n@student.staffs.ac.uk

Portfolio - benholdway.github.io/Portfolio

Skills

C# • C++ • HTML • CSS • JS • Python

Unity • UE5 • Godot • GameMaker

Problem Solving • Debugging

Game Design • Planning

About Me

Current 2nd year student at the University of Staffordshire, studying the BSc (Hons) Games Design and Programming course. I am seeking a placement year to gain experience and get a foot into the industry with you as a Games Intern.

As a passionate programmer, I get enjoyment from observing events that occur from code. I wish to put my academic skills to work, and develop them further with new experiences and software in the industry.

Hobbies and Interests

Some of my favourite games lie in the fantasy and horror genre, ranging from Phasmophobia and Subnautica to Hollow Knight and the Silent Hill 2 Remake. Another favourite of mine, which does not fall in the horror category, is Sea of Thieves.

Outside of games and programming, I have an enthusiasm for Dungeons and Dragons. I'm in a currently running campaign, as well as a D&D one-shot society. I've also designed some sessions I would love to run as a DM.

As well as that, I have a deep interest in the laws of physics and the universe. So much that I spent personal time working on a space information website that I designed myself when I first learnt about HTML.

Education

University of Staffordshire (2023 – Present) –

BSc (Hons) Games Design and Programming

Games Prototyping Module - Focusing on time management and working with an agile methodology for effective project development, 2 prototypes were created with one in 3 weeks and the other in 6 weeks. Agile sprints and the use of Gantt charts were used.

Links: [Chasm](#) • [Closing Up](#)

C++ For Engines Module - Alongside utilising blueprints in Unreal Engine 5, we delved deeper into the specifics of creating classes and functionality in C++. A game was created through code with a designer's ease of access in mind. **Links:** [Hidden Secrets](#)

Introduction to Mechanics Design - Working with more advanced functionality and designs to create a 2D platformer in Unity, the use of player forgiveness mechanics was utilised and game juice implemented to enhance the game's feel.

College – Games Design (2021 - 2023) -
Distinction *

A-Level (2019 - 2021) – 3 A-Levels with Maths, Physics and Computer Science.

GCSE (2016 - 2019) – 9 GCSEs with Maths and English

Previous Employment

Golf Club (2019 – 2020) – Front of House

Receptionist

- In charge of handling golf bookings and the shop.
- Worked alone, interacting with a range of customers.
- Utilised software and IT unique to the company.

The Crocodile (2022) – Waiter

- Working as a team to overcome challenges.
- Asking the right questions at the right time.
- Listening and offering the best service I can.

References

References are available on request.