

Kelsey Black

Game Developer

Contact info:

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Summary:

First year game development student at the University of Winchester.

Education:

- Graduated from Itchen Sixth Form College on 24th June 2022
 - D*D* in OCR Cambridge Technical Diploma (Computing and IT) [A-level equivalent: A*A*]
 - D in A-Level Biology
- Currently attending University of Winchester
 - Started 10th September 2022

Projects undertaken:

Side projects:

- Voluntary tester for Antimatter Dimensions [Aug 2021-Dec 2022]
 - Play tester for the final content update

University of Winchester:

- Introductory game project [Nov 2022-Dec 2022]
 - Created a number-link puzzle game that would be found throughout a 3D environment.
- Web-based portfolio [Nov 2022-Jan 2022]
 - A portfolio that would be used to display all previous pieces of work undertake throughout my duration at the university and future work.
- Mock-up app for a home automation device (Busy Cooking) [Feb 2023-Mar 2023]
 - Created an app that would demonstrate how the final app would work if this device were actually made.
- Interactive game project (Split Senses) [Mar 2023-May 2023]
 - Helped to develop an asymmetrical co-op VR game, with the aim of guiding a "blind" player through a maze - handled controls and collisions.

Current skills:

- Proficiency with Android Studio
- Proficiency with Unity
- Experience with a variety of programming languages (C#, CSS)
- Knowledge of HTML