

DANIEL BAILEY

GAMES DEVELOPMENT GRADUATE

EDUCATION

Bachelors

Staffordshire University

Games Development 2:1

2016 - 2020

A-Levels

North Lindsey College

Physics B, Maths B, Psychology C

2014 - 2016

DEVELOPMENT EXPERIENCE

C# & C++

- Games
 - FPS
 - Rhythm
 - Endless Runner
 - Puzzle
 - Arcade
 - Bullet Hell
 - Platformer
 - Beat-em-up
- Game Engines
- Chat Apps
- OOP
- SOLID
- TCP/UDP Networking

Game Engines

- Unity 2D/3D
- Unreal Engine 4
- Console/PC
- Mobile
- Single player/Local multiplayer

Web Development

- HTML
- CSS/SCSS
- JavaScript/Typescript

Development Process

- Version Control (Git/GitHub)
- Agile Methodologies (SCRUM, Kanban)
- Trello
- Microsoft Teams

PROFILE

I am a graduate of Staffordshire University with a 2:1 in Games Development. I am working as a Graduate Software Engineer at BEP Systems. I have experience using game engines and programming in the languages C#, C++, HTML, CSS and JavaScript.

CONTACT

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References available on request

PROJECTS

Colour Difference

- Unity
- C#
- Arcade Mobile Game
- Released to Android
- Monetized using ads and in-app purchases

Mobile Rhythm Game

- Unity
- C#
- Rhythm-Based
- Synth-wave theme
- Focus on player-retention

Puzzle Game for the Motor Impaired

- Unreal Engine 4/Unity
- C#
- C++
- Blueprints
- Single Input

Couch Co-op Party Game

- Unreal Engine 4
- C++
- Blueprints
- Local Multiplayer
- Controller Support

WORK EXPERIENCE

February 2021 - Present

Graduate Developer

BEP Systems

Manchester

July 2019 - June 2020

Team Member

Roadchef

Roadchef Stafford

January 2014 - July 2016

Chef Assistant

D'Litas Cakes and Catering

Scunthorpe