

DANIEL BAILEY

GAMES DEVELOPMENT GRADUATE

EDUCATION

Bachelors	A-Levels
Staffordshire University	North Lindsey College
Games Development	Physics, Maths, Psychology
2016 - 2020	2014 - 2016

DEVELOPMENT EXPERIENCE

Unreal Engine 4

I have experience working in Unreal Engine 4 from my time at university and on my own time. Throughout which I have created games of many genres, from endless runners, to first-person shooters, to bullet hells. These games have been both single player and local multiplayer.

Unity

Likewise, with Unreal Engine, I have gained experience with Unity through university and on my own, creating things such as a beat-em-up game and a synthwave-inspired rhythm game for mobile. I have also created an online implementation of a card game that uses Firebase and talks to a website.

Web Development

I learned how to program in HTML and CSS in the first year of university and have since continued to learn further by watching others and through practice. I have created websites like my own and others through freelancing.

WORK EXPERIENCE

July 2019 - June 2020

Roadchef

Roadchef Stafford

WORK EXPERIENCE

January 2014 - July 2016

D'Litas Cakes and Catering

Scunthorpe

PROFILE

I am a graduate of Staffordshire University with a 2:1 in Games Development. I am looking to work as a programmer at a games or software development company. 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