

DANIEL BAILEY

GAMES DEVELOPMENT STUDENT

EDUCATION

Bachelors

Staffordshire University
Games Development

2016 - Present

A-Levels

North Lindsey College
Physics, Maths, Psychology

2014 - 2016

DEVELOPMENT EXPERIENCE

Unreal Engine 4

I have experience working unreal engine 4 from my time at university and on my own time, throughout which I have created a wide range of games from endless runners, to bullet hells.

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, and a rhythm game which I am currently working on.

Web Development

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

WORK EXPERIENCE

July 2019 - Present

McDonald's
Roadchef Stafford
Crew Member

Responsibilities

Tills
Stock Management
Customer Assistant

January 2014 - July 2016

D'Litas Cakes and Catering
Scunthorpe
General Assistant

Responsibilities

Tills
Stock Management
Customer/Chef Assistant

PROFILE

I am a third year Games Development student studying at Staffordshire University. In the future, after my final year at university I wish to work at a games company developing/designing games. I have experience using games engines from my courses during university, and learning about them in my own time.

CONTACT

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References available on request