

Dudley Harvey-Kelly

EDUCATION

- **Bachelor of Science in Games Technology**
The University of the West of England, Bristol, UK (2015 - 2018)
- **City and Guilds Game Designer Course**
Train2Game Online (2013 – 2015)
- **BTEC Extended Diploma in Creative Media Production**
City of Bristol College, Bristol, UK (2010 - 2012)

SKILLS

Team/ Project Management, Natural Communicator, Gameplay Programming, C++, Unity C#, Procedural Generation (Automation), Mobile Development (Unity).

EXPERIENCE

Unity Developer

Large Visible Machine (February 2017 – Present)

- Create and maintain codebases of published and unpublished games in Unity using C#.
- Developing games for platforms such as iOS, Android, PC and WebGL.
- Working indirectly with clients through the Company Director; typically to determine what features can and cannot be completed within the time.

ACHIEVEMENTS

- 2018 Graduated with a First-Class degree with Honours.
- 2018 Nominated for the Ede & Ravenscroft Prize for Outstanding Personal Achievement.
- 2018 Runner-Up at Startit's first Hyper-Reality Hackathon in Belgrade, Serbia.
- 2012 College Awards for Best Documentary and Best Radio Advert.

ADDITIONAL

- <https://www.linkedin.com/in/dudleyhk/> - LinkedIn Profile.
- <https://github.com/DudleyHK/Portfolio> - Full portfolio with links to code.
- <https://www.youtube.com/watch?v=o7WB1g2M038> – Hyper-Reality Experience.
- [YouTube](#) – Trailers, Blogs and Videos for Game/ Research Projects.