

# Kenny Deeble

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## **Personal Profile**

Dedicated and hard-working individual with a strong commitment to achieving high standards in all tasks. Highly motivated and capable of working both independently and as part of a team. Adaptable and open to new challenges, with a willingness to undergo further training. Confident and articulate, possessing excellent communication skills in spoken English. Skilled in interpersonal interactions and effective communication at all levels within a working environment.

## **Personal Skills**

- Computer-literate and tech-savvy.
- Excellent project coordination and teamwork abilities.
- Demonstrated capability to manage multiple responsibilities effectively.
- Patient and empathetic with team members and clients.
- Enthusiastic and proactive in approaching tasks.
- Responsible, dependable, and trustworthy.
- Strong time management skills with a focus on punctuality.

## **Key Skills**

- Proficient in various programming languages: C++, C#, GDScript CSS, HTML, Python, and SQL.
- Extensive experience with game engines: Unreal Engine 5 & 4 (C++ & Blueprint), Unity (2022.3.29f1) & Godot 4.
- Experienced with Agile Development methodologies using Jira & Trello for project management.
- Experienced in version control using GitHub & Unity Version Control.
- Experience in relational databases using Wampserver64.
- Proficient in Adobe Software: Premiere Pro CC 2023, After Effects CC 2018, Photoshop 2023, InCopy 2023, Audition 2022.
- Skilled in Microsoft Software: Word, PowerPoint, Excel, OneNote.
- Skilled in audio and video editing using DaVinci Resolve 18.
- Knowledgeable in Twine for interactive storytelling.
- Proficient in level design, scriptwriting, and working with scripts.

## **Education**

### **University of the Arts London (2023 – Current)**

- MA Games Design - ???

### **University of East London (2019 – 2023)**

- Bachelor of Science Honours with Foundation Year in Computer Games Development – 2.1

### **Barking & Dagenham College (2017 – 2019)**

- Pearson BTEC Level 3 Subsidiary Diploma in Creative Media Production (QCF) – Pass
- Pearson BTEC Level 3 Extended Diploma in Creative Media Production (QCF) – Triple Pass

### **Sydney Russell School (2012 – 2017)**

- 8 GCSE's ranging from B-C, including Computing, English Language, and Mathematics.

**Experience**

- Contributed to multiple independent and group game projects during university.
- Involved in various projects within college, including short films, documentaries, interactive videos, radio dramas, news productions, music videos, and animations.
- Casual work experience with TrailerFarm, assisting in making the video game trailer for Gundam Evolution.

**Interests**

- Game Development & Gaming
- Filmmaking, Videography & Video Editing
- Photography
- TV, Films & Animation
- Radio, Music, & Podcasts
- Computing

**Career Objectives**

- To develop a diverse portfolio of games and gain recognition within the gaming industry.
- Aspire to become a versatile professional within the media industry.