



Kenny Deeble

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Socials: <https://linktr.ee/st8oftheart> (QR CODE)

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 lifelong willingness to learn. Confident and articulate, possessing excellent communication skills in spoken English. Skilled in interpersonal interactions and effective communication at all levels within a working environment.

Unique Value Proposition

I deliver versatile game development and design solutions, blending technical proficiency with an empathetic approach that fosters teamwork and innovation. For game studios and development teams, I bring a unique ability to fulfil multiple roles and ensure projects are delivered with quality, dependability, and creativity.

Skills

- Programming Languages: C++, C#, GDScript, CSS, HTML, Python, SQL
- Game Engines: Unreal Engine 5 & 4, Unity (2022.3.29f1), Godot 4
- Version Control: GitHub, Unity Version Control
- Relational Databases: Wampserver64
- Adobe Suite: Premiere Pro CC 2023, After Effects CC 2018, Photoshop 2023, InCopy 2023, Audition 2022
- Video & Audio Editing: DaVinci Resolve 18
- Interactive Storytelling: Twine
- Level Design & Scriptwriting: Skilled in level design, scriptwriting, and working with scripts
- Agile Development: Experienced with ClickUp, Jira, Trello
- Proficient in Microsoft Office: Word, PowerPoint, Excel, OneNote
- Strong time management and punctuality
- Excellent teamwork, coordination, and multitasking abilities
- Patient, empathetic, enthusiastic, proactive, and dependable

Experience

Gamecrafters' Collective – Junior Game Developer (2023 – Current)

- Worked on collision mechanics and obstacle spawning for casual mobile game Cluck Yeah!. This game is currently in public beta.
- Working on game mechanics for a mobile top-down puzzle game using Unity and C#. This game is currently under an NDA.
- Working on game mechanics and level design for a PC horror game using Unreal Engine 5. This game is currently under an NDA.

- Assisting with the ideation, pre-MVP, and marketing phases of all games by engaging in diverse cross-functional group discussions, creating game design documents and system diagrams, playtesting, as well as engaging with social media posts.
- Using GitHub for version control purposes. And consistently using ClickUp for agile project management.
- Working in this company has improved the cleanliness of my code, as well as my debugging, optimization, and problem-solving skills. Plus, working within this environment and has given me plenty of opportunity to further develop my skills.

TrailerFarm – Freelance Video Game Trailer Assistant (2020)

- Assisted in the making of the Gundam Evolution trailer.
- Played an early version of the game, allowing another member to record gameplay footage.

Education

University of the Arts London (2023 – 2024)

- MA Games Design – Masters

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.

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 creative industry.