



KENNY DEEBLE

KEY SKILLS

- Programming Languages: C++, C#, GDScript, CSS, HTML, Python, SQL. Experienced with code reviews, and 1-1 programming work flow.
- Game Engines: Unity 6, Unreal Engine 5 & 4, Godot 4. Up to date with best practices.
- Game Design: GDD's, system design, and algorithms. Experienced with QA documentation and familiar with QA standards.
- Agile/Scrum Development: Experienced with ClickUp, Jira, Trello
- Version Control: GitHub, Unity Version Control
- Audio & Video Editing: DaVinci Resolve 19
- Level Design
- Scriptwriting
- 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 with excellent problem solving skills.

INTERESTS

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

UNIQUE VALUE PROPOSITION

Delivering versatile game development and design solutions, blending technical proficiency with an empathetic approach that fosters teamwork and innovation. Bringing a unique ability to fulfil multiple roles and ensuring projects are delivered with quality, dependability, and creativity for both game studios and development teams.

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 diverse communication at all levels within a multi-functional working environment. Aspires to develop a diverse portfolio of games, gain recognition within the gaming industry, and to become a versatile professional within the creative industry.

WORK EXPERIENCE

Gamecrafters' Collective – Game Developer

Remote
2024 - Present

Working on game mechanics for a mobile top-down puzzle game in Unity and C#, as well as game mechanics and level design for a PC horror game in Unreal Engine 5—both under NDA. Contributed to the ideation, pre-MVP, and marketing phases of all projects by participating in cross-functional discussions, creating game design documents and system diagrams, playtesting, and engaging with social media. Utilised GitHub for version control and ClickUp for agile project management. Strengthened personal coding cleanliness, debugging, cooperation, optimization, and problem-solving skills.

TrailerFarm – Capture Assistant

Remote
2020

Assisted in the making of the Gundam Evolution trailer. Played an early version of the game, allowing another member to record gameplay footage. This resulted in a successful trailer being released.

EDUCATION

University of the Arts London (2023 – 2024)

MA Games Design - Merit

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.