**Kenny Deeble**  
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**Personal Profile**

Hard-working individual who strives to accomplish high standards in all work undertaken. Highly motivated with ability to work on own initiative, but also works well in a team. Dedicated and open to new challenges with the ability to adapt to frequent change and willing to train further. Confident, articulate with good spoken English. Have strong interpersonal communication skills and the ability to communicate effectively on all levels within a working environment.

**Key Skills**

* Programming (C++, C#, CSS, HTML & Python)
* Unreal Engine 5 & 4 (C++ & Blueprint)
* Unity (2021.1.10f1)
* Agile Development (Jira & Trello)
* Version Control (GitHub)
* Adobe Software (Premiere Pro CC 2023, After Effects CC 2018, Photoshop 2023, InCopy 2021, Audition 2022)
* Microsoft Software (Word, PowerPoint, Excel, OneNote)
* DaVinci Resolve 18
* Twine
* Audio & Video Editing
* Level Design
* Scriptwriting & Working with Scripts

**Personal Skills**

* Computer-Literate
* Project Coordination & Teamwork
* Managing Multiple Responsibilities
* Patient
* Empathetic
* Enthusiastic
* Responsible
* Dependable
* Trustworthy
* Good Time Keeping

**Education  
  
Sydney Russell School (2012 – 2017)**8 GCSE’s ranging from B-C, including Computing, English Language, and Mathematics.

**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

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

BA (HONS) Media Production (Level 3, Foundation Year) – Pass  
BA (HONS) Games Design: Story Development (Level 4, First Year) - Pass   
BA (HONS) Computer Games Development (Level 5, Second Year) – Pass

BA (HONS) Computer Games Development (Level 6, Third Year) - Pass

**Experience**

Worked on several independent and group game projects within university. Worked on several projects within college including short films, documentaries, interactive videos, radio dramas, news productions, music videos, animations and more. Also carried out casual work for TrailerFarm, where I assisted in making the video game trailer for Gundam Evolution.

**Interests**

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

**Career Objectives**

* Make a Variety of Games
* To Be Recognised in The Gaming Industry
* Become a ‘Jack of All Trades’ Within the Media Industry