

KANE PIGGOTT



07913830113



kane.piggott818@googlemail.com



EPortfolio - [Kane675.github.io](https://kane675.github.io)



<https://www.linkedin.com/in/kane-piggott>

PROFILE

Dedicated Game Developer with 5+ years of programming experience, progressing from passionate hobbyist to Master's student specializing in Procedural Content Generation and AI. Proven track record of delivering high-quality game systems through consistent Game Jam participation and diverse side projects, with upcoming releases planned for UE5 Fab marketplace. Strong technical foundation in C++ and UE5 development, complemented by collaborative experience and exceptional problem-solving abilities. Eager to apply my knowledge and analytical approach to contribute innovative solutions within a dynamic team environment. Seeking graduate opportunities to expand portfolio across all areas of game development.

KEY ACHEIVEMENTS

- GradEX 2024 - Honorable Mention for the Category - Games Programming
 - GradEX 2025 - 1st Place for the Category - Games MaNS (Games Programming)
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EDUCATION



Joseph Wright Derby College

A-Levels | Maths, Physics, Computer Science | 2019-2021



Staffordshire University

BSc Hons Computer Games Development | 2021-2024



University of Staffordshire

MSc Arts and Creative Technologies (by negotiated Study) | 2024-2025

Expected graduation: [October 2025]

SKILLS & SPECIALISATION

Programming Languages - C++ (Advanced - UE5 development) | Python (Fluent) | C# (Intermediate - Unity) | HTML (Working knowledge)

Game Development Engines & Tools - Unreal Engine 5 (C++ focus with Intermediate Blueprint understanding) | Unity | OBS Studio | Blender (Basic) | 3ds Max (Basic) | Krita (Basic)

Development Tools & Software - Microsoft Office 365 (Comprehensive) | Version Control (GitHub & Plastic SCM) | Collaborative development workflows

Adaptability & Problem-Solving

- Rapid learning and adaptation to new technologies and project requirements
- Flexible approach to changing development priorities and constraints

Leadership & Team Collaboration

- Deputy Team Leader and Technical Lead for development team in university collaborative project
- Coordinated developers and programmers while liaising closely with design teams for mechanic implementation
- Proven collaborative skills through multiple Game Jam experiences and university projects
- Effective communication and coordination within cross-disciplinary development teams

Organizational & Project Management

- Project management capabilities demonstrated through game development cycles
- Efficient workflow organization for both individual and team-based projects
- Experience managing technical implementation timelines and deliverables