

Kian Bennett

BSc Computer Games Technology - University of Portsmouth



kianbennett.co.uk



kian.bennett128@yahoo.co.uk

Profile

I am a first year Computer Games Technology student at the University of Portsmouth, specialising in programming. I am particularly interested in creating gameplay systems but I am passionate about all areas of game development. This year I am a finalist in the Sumo Digital Rising Star programming competition.

I always aim to be as communicative and helpful as I can, being a Student Representative for my course and helping the University running stands at local games festivals; I have also been shortlisted for the Grads In Games Student Hero award for my role in helping my peers. Collaborating with other students has been one of the most important and enjoyable parts of my degree so far.

Technical Skills

Languages

- C#
- C++
- Java
- HTML/CSS
- Javascript

Software

- Unity
- Blender
- Photoshop
- 3DS Max
- Git

Education

- **University of Portsmouth** (2019-)
 - Computer Games Technology (Undergraduate, First Year)
- **The Skinners' School** (2011-2013)
 - A Levels: Maths (**A**), Physics (**B**), History (**B**), Further Maths (**C**)
- **Claverham Community College** (2006-2011)
 - 10 GCSEs at **A*** - **B** inc. Maths (**A***) and English (**A***)

Work Experience

- **Wilko Customer Service Assistance** (November 2017 - September 2019)
 - During my time at Wilko I grew to be a versatile team member that could be counted on to complete any task to a high standard. I developed invaluable skills of teamwork and leadership (particularly during my keyholder training) that have been directly applicable to my university group work, in which I have often taken up the role of project leader.
- **The Jamieson Consultancy - Work Experience** (Summer 2014)
 - I joined the web development team of a business consultancy company doing backend development for a client's website. This was a fantastic opportunity to work as part of a team to provide quality service to a client. I gained experience in PHP with Laravel, and version control with Git and SourceTree.

Personal Interests

I am a firm believer that the mark of a strong developer is the ability to create games that look and feel great no matter the hardware. I have been going through old projects and porting them to mobile (primarily to make it easier for friends and family to experience them) and have enjoyed the design challenges that come with the platform's restrictions - I have so far released three of my games on the Google Play Store.

I have recently taken an interest in console homebrew development, and have since rewritten my first university game *Fluctus* in C++ (originally made in unity) and ported it to the Switch, 3DS and Wii U using the devkitPro toolchain. I've been heavily inspired by John Carmack's original DOOM source code, and *The Game Engine Black Book: Doom* by Fabien Sanglard has helped me understand how to structure my programs for maximum portability.

Music has been a part of me as long as I can remember, and I am currently studying towards Grade 8 in classical guitar. For several years I was a member of a guitar ensemble group, performing in frequent music concerts - many younger players attended this group, giving me the opportunity to teach them as well as perform with them. I also have been involved in Scouting for a number of years, learning and practising invaluable life skills, and have been awarded the Chief Scout's Gold Award.