

Kian Bennett

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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. Throughout my first year our course has made several games based on a theme, and all of mine have been ranked in the top 2 for gameplay. I have been making games for years outside of school, covering a variety of genres and art styles. I am always eager to learn new concepts and I am excited to continue to develop my skills at university. This year I will be entering the programming category of the Sumo Digital Rising Star competition - I have thoroughly enjoyed preparing for it alongside my studies.

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**

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 have a passion for music, and I am currently studying towards Grade 8 in classical guitar having recently passing my Grade 7 exam, and 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 a chance to teach them as well as perform with them.

I 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.

While my focus is on programming, I have endeavoured to expand my skills to all aspects of game development, including art, design and sound. Gaining experience in these different facets of production that would, on a larger scale, be conducted by multiple team members has given me increased appreciation for the work of other team members and how to work with them.