Gameplay Programmer

Kieran Kristian

Gameplay programmer specializing in Unity and Unreal, with experience developing PC and mobile prototypes, networked gameplay systems, and procedural simulations. Strong focus on debugging, optimisation, and collaborative development workflows.

Contact

KieranKristian2006@gmail.com

Portfolio

LinkedIn

Education

Sep 2024 - Current

Computer Games Programming BSc *University of Gloucestershire*

Key areas of study and practical work include:

Gameplay systems and mechanics for PC and mobile platforms. Multiplayer networking in Unreal Engine. Procedural galaxy simulation with adaptive Dijkstra pathfinding. Unit testing, debugging, and performance optimisation. Development of custom C# math libraries (linear interpolation and utility functions).

Sep 2022 – May 2024

OCR Level 3 Cambridge Technical Extended Diploma in IT *Telford College*

Completed a wide array of modules covering: Game Design, Web Development, Project Management, Mobile Design and Social Media Marketing.

Overall Grade: Distinction* Distinction Distinction

Work Experience

ASDA – Service Colleague

Oct 2023 – Present

Customer-facing role requiring reliability, teamwork, and time management in a fast-paced environment.

North Street Foods – Back of House Assistant

Jul 2022 – Jul 2023

Worked under pressure to meet strict timing, hygiene, and quality standards.

Professional Skills

- Collaboration and project management in a multi-disciplined team
- Strong attention to detail
- Problem solving skills
- Keen to learn and ask questions

Technical Skills

- Unreal Engine
- Unity
- C++
- C#
- HTML
- Python
- GitHub
- Visual Studio
- Microsoft Office

Awards and Achievements

- Worked on a game that was showcased at University of Gloucestershire's end-of-year exhibition
- Course representative (2025-present)
- Duke of Edinburgh Bronze Award
- Youth officer for Bridgnorth Canoe Club (2016-2024)