




LUKE KELLY

G A M E S D E V E L O P E R & P R O G R A M M E R

CONTACT

-  07539567075
-  luke.kelly1993@hotmail.com
-  <https://lukekellygdev.github.io>

SKILLS

- C++
- C#
- HTML
- Unreal Engine
- Unity
- Object-Oriented Programming (OOP)
- Debugging and Optimisation
- Modular and Scalable System Architecture
- Game Prototyping & Iteration
- Version Control (GitHub/Plastic)
- Project Management (Jira)
- User Interface/User Experience

EDUCATION

WEST CHESHIRE COLLEGE
BTEC Level 3 Extended Diploma
Creative Media Production
(Games Development)

CERTIFICATES

- Unreal Engine 5 C++ Multiplayer Shooter (udemy)
- Learn C++ (codecademy)
- Learn Intermediate C++ (codecademy)

REFERENCES AVAILABLE
UPON REQUEST

PROFILE

Graduate of Staffordshire University with a BSc in Computer Games Development, with hands-on experience in industry-standard tools and technologies including C++, C#, Unity, and Unreal Engine. Possess a strong blend of creative and analytical skills, with a proven ability to contribute effectively in team environments and deliver detail-oriented solutions. Passionate about game development and programming, with a focus on creating engaging, immersive experiences.

INDUSTRY EXPERIENCE

GAMEPLAY PROGRAMMER

Oatcake Interactive (Internship)

June 2025 - Present

I have been working as a Gameplay Programmer, developing modular and scalable systems for an unreleased game using Unreal Engine 5 and Blueprints. My role involves close collaboration with a multidisciplinary team of designers, artists, and fellow developers to implement and refine core gameplay features. I contribute to the project's technical design, debugging, and optimization processes, ensuring that systems are efficient, maintainable, and aligned with the game's vision.

HUMAN FACTORS INTEGRATION SIMULATION ENGINEER

Rheinmetall Bae Systems Land (RBSL)

June 2023 - September 2023 (Summer Placement)

During my summer placement at RBSL, I used Unreal Engine 5 to develop software packages utilising the latest technology and techniques. These applications were used for creating a STEM-based interactive gunnery experience for events and VIP visits. I also worked on the development of the simulator used at RBSL for their vehicle platforms.

During my placement, the project I contributed to received an award at DSET(Defence Simulation Education Training) conference.

HIGHER EDUCATION

STAFFORDSHIRE UNIVERSITY

BSC (HONS) Computer Games Development - 2020-2024

MULTIPLAYER GAME DEVELOPMENT (FINAL YEAR MODULE)

- Developed a multiplayer game using C++ in Unreal Engine.
- Gained expertise in network replication, handling both server and client-side functionalities.
- Acquired skills in networking authority and broadcast mechanisms to ensure seamless multiplayer interactions.

Module Grade Received: First-Class

MOBILE GAME DEVELOPMENT (FINAL YEAR MODULE)

- Developed a mobile game using C++ in Unreal Engine for IOS and android Phones.
- Researched and implemented user acquisition & user retention.
- Researched and implemented monetization strategies.

Module Grade Received: First-Class