Ben Wilson
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Summary

I am a gameplay programmer who loves to explore different mechanics and to create memorable experiences for the player. My main interests are in virtual reality and setting the foundations for player-created content and creativity.

Skills

Advanced

- C#
- Unity

Average

- Steamworks
- SteamVR Plugin
- Git
- Google Play Store

Other

- Visual Studio
- Visual Studio Code
- Unreal Engine
- Blueprint System (Unreal Engine)
- Blender
- Python
- HTML

Education

Steyning Grammer School	GCSE	Greater Brighton Metropolitan (Northbrook MET)	
Maths	C	Games Development – Level 2 2016 – 2017 (UAL Diploma)	Distinction
Art and Design	C	Games Development – Level 3 2017 – 2018 (UAL Diploma)	Merit
Additional Science	C	Games Development – Level 3 2018 – 2019 (Extended Diploma)	Merit
Computing	C	English Language (IGCSE) 2016 - 2017	D
Sports Studies	D1	English Language (AQA) 2017 - 2018	Grade 3
Business	D		
Science	D		
English Literature	D		
English Language	E		
Religious Studies	F		

Employment History
M Holmes Construction Ltd - Labourer
August 2018 – Present

Hobbies and Interests

I've enjoyed cycling for many years, especially long-distance, setting a far goal and sticking through with it. Also enjoy the fast, quick rallies when playing squash, heart beating fast being a few steps ahead of your opponent. Lastly modding in games, expanding core mechanics in different ways and proving a path for others to do so with API's.