



BENJAMIN BEVAN

PRODUCT OWNER AND LEAD GAME DESIGNER

22 Clipper Close, Newport, Wales NP197LL

📞 07944665014 ✉ 123bevs.b@gmail.com

SKILLS

Unreal Engine 5

Godot

Python

VS Code

Git

ClickUp

Canva

C++

Unity

HTML

CSS

Agile

Scrum

Research

VR

Computer Hardware

Leadership

Problem Solving

Communication

LANGUAGES

English

SUMMARY

Passionate game developer with a 2:1 in **Computer Science** and over 5 months' experience as **Product Owner** and **Lead Game Designer** at Wee Tattie Studios. Skilled in gameplay systems, mechanics, and interactive experiences such as **VR**, with expertise in **Unreal Engine**, **Unity**, and **Godot**. Enthusiastic about applying creativity and problem-solving to deliver innovative **gaming** and **software** solutions across diverse industries.

EXPERIENCE

Product Owner and Lead Game Designer

Wee Tattie Studios

Sep 2024 - Present • Remote

- Worked in an **agile environment** on a cosy, hobby, and job **simulation VR game** built in Unreal Engine 5, collaborating with a development team of 14 and growing.
- **Led the game design team** as Lead Game Designer, refining and maintaining the game design document to ensure a cohesive vision and alignment with project goals.
- Authored 5–10 detailed **user stories** per **sprint** in **ClickUp**, prioritising backlog **tasks** for fortnightly sprints and collaborating with team leads to allocate tasks effectively.
- Actively involved in **hiring new talent**, participating in the search, evaluation, and **onboarding** of candidates to support team growth.
- Contributed to creating a **pitch presentation** and initial **branding materials** to kickstart the funding process and prepare for the launch of a **store page**.
- Participated in weekly **leadership** meetings with other team leads and facilitated design meetings, while collaborating closely with the art team to ensure **consistency** in art direction and provide **constructive feedback**.

Cyber Security Research Engineer

Wales Cyber Innovation Hub

Feb 2023 - Jun 2024 • Cardiff

- **Researched** and documented numerous **cyber-attacks** within the information technology sector to inform project development and enhance security-focused deliverables.
- Developed a **virtual/augmented reality demo** using **WebXR** and **A-frame**, featuring a 3D packed bubble graph, which contributed to a successful **project pitch**.
- Designed and implemented a **tool** enabling real-time communication between Unreal Engine and **smart devices**, demonstrating **technical innovation**.
- Utilised the tool to create a **digital twin** of a smart house within Unreal Engine 5, integrated with a physical model for

WEB & SOCIAL

LinkedIn
linkedin.com/in/benbevan

Twitter
twitter.com/benlbevan

Bluesky
bsky.app/profile/benbevan.bsky.social

REFERENCES

Available on request.

enhanced interactive functionality.

- Presented development progress in **board meetings**, securing additional funding to advance project goals and expand development.

Supervisory Volunteer

Newport Credit Union

Feb 2018 - Dec 2018 • Newport

- Organised and **managed accounts** for approximately **2,000 customers**, identifying missing items and flags for warnings such as missed payments, missing ID, and other documents.
- Utilised NCU's **account management software** and **Excel** to track and update account status, ensuring accuracy and compliance.
- Successfully completed the review of all outstanding accounts over an **11-month period**, improving **efficiency and organisation**.
- Developed key skills in organisation, and **data management**, contributing to overall operational improvements.

EDUCATION

BSc Computer Science (2:1)

Cardiff University

Oct 2021 - Jun 2024 • Cardiff

- First Year: Gained practical experience in **web development** by creating three different websites, and strengthened **Python** skills by developing a **text-based adventure game** as part of a group project.
- Second Year: **Led a group** project to develop a **dashboard** for analysing Twitter data, focusing on how misinformation spreads. Organised group tasks, managed roles, and ensured timely completion of work. Assisted with both **front-end design** and **back-end development**.
- Final Year: Designed and developed a **simulation tool** for tracking water contamination in **Unreal Engine**, showcasing skills in both **project management** and **research**.

GCSE and A Level

St Julian's Highschool

Sep 2014 - May 2021 • Newport

A Level Computer Science (A)

A Level Welsh Baccalaureate (B)

A Level Physics (C)

A Level Maths (D)

11 x GCSEs/BTECs grade 4 or above, including Maths and English.