

# William Bennett

## Profile

Passionate game developer seeking opportunities to learn and contribute and collaborate in creative and interesting experiences with talented teams. With a strong foundation in procedural content generation, gameplay mechanics, and mobile development. With experience with Unity, C#, Unreal, and C++. Eager to join talented teams and to learn about and deliver quality work.

## Experience

<b>Work</b>	My role was to set up automatic testing for a courier mobile app and work with other sectors to meet requirements. I also mentored a colleague to take over when I left the business.
City sprint	
<b>2022</b>	
	Skills I improved: <ul style="list-style-type: none"><li>- Interpersonal</li><li>- Time management</li><li>- Effective communication</li><li>- Project management</li></ul>
<b>Games jam</b>	I worked alongside with other students at Staffordshire University to create a 2D stealth game. My role was to help coordinate the team to assure deadlines were able to be met and assign tasks while creating gameplay features.
Stoke on trend games jam	
<b>2021</b>	
	Skills I improved: <ul style="list-style-type: none"><li>- Time management</li><li>- Effective communication</li><li>- Project management</li></ul>
<b>Fund raising</b>	Raising money to pay for a trip to Madagascar to experience a different culture and to build teamwork skills.
World Challenge	
<b>2019- June 2020</b>	
	Skills I improved: <ul style="list-style-type: none"><li>- Teamwork</li><li>- Communication</li><li>- Planning</li></ul>
<b>Work Experience</b>	Shadowing multiple roles from testing to programmers to gain insight into a tech-based company.
City sprint	
<b>July 2017</b>	
	Skills I improved: <ul style="list-style-type: none"><li>- Project management</li><li>- Interpersonal</li><li>- Time management</li><li>- Effective communication</li></ul>

## Contact

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GitHub : WillBennett2

## Education

Staffordshire University 2023 - 2024

### Post-Graduate

MSc by Negotiated Studies  
Games Development  
Distinction

Staffordshire University 2020 - 2023

### Undergraduate

BSc (Hons) Games Development  
First Class honours

Glenthorne High School 2018 - 2020

### A level

Computer science – B  
Geography – B  
Art – B

## Skills

Unity - 5 Years

Unreal - 1 Year

GitHub - 4 Years

OpenGL

Procedural Content Generation

Gameplay Mechanics

## Languages

C#

C++

Python

HTML

**References Available upon  
request**