William Bennett

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

Work *Student ambassador* *2024-2025*	During my masters year, I became a student ambassador. My role varied day to day. From pointing people in the right direction, to leading tours. Skills used, improved public speaking, networking, customer service, communication, teamwork.
GradEx Achievement *University of Staffordshire* *2024*	GradEx is an annual exhibition to showcase project work of final year students. After presenting my procedural content generation framework to the industry professionals, I was given third place in my category.
Work *Citysprint* *2022*	I was responsible for setting up automatic testing for a mobile app which had to meet requirements that were laid out by the client/stakeholder/company. I also took on the responsibility of mentoring my successor before leaving the company. Skills used, interpersonal, time management, effective communication, project management.
Games jam *StokeOnTrend games jam* *2021*	I worked in a team alongside other students from Staffordshire Uni to create a 2D stealth game. My roles were coordinating the team to ensure deadlines, assigning tasks and creating gameplay features. Skills I used, time management, effective communication, project management.
Fund raising & Volunteering *World Challenge* *2019- June 2020*	I volunteered to take part in World Challenge. World Challenge is a fundraiser that supports educational expeditions for students. The expeditions goals are to develop leadership skills, global awareness, personal growth and community service projects. Skills I used, teamwork, communication, planning.
Work Experience *City sprint* *July 2017*	During my work experience at City Sprint, I shadowed a variety of team members with different roles to understand the diverse roles in the company. Skills I used, project management, interpersonal, time management, effective communication.

Contact

Email : willsbennett@icloud.com

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LinkedIn : Will Bennett

GitHub : WillBennett2

Education

University of Staffordshire 2023 - 2024
Post-Graduate MSc by Negotiated Studies Games Development Distinction
University of Staffordshire 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