

# 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>  Student ambassador at Staffordshire University  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.
<b>GradEx Achievement</b>  Staffs University  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
<b>Work</b>  City sprint  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.
<b>Games jam</b>  Stoke on trend 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.
<b>Fund raising &amp; Volunteering</b>  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.

## 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

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<b>Work Experience</b>	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.
City sprint	
<i>July 2017</i>	

**References Available upon  
request**