

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

GradEx Staffs University 2024	GradEx is an annual exhibition of project work undertaken by final year students. After pitching my procedural content generation framework to industry professionals, I was awarded 3rd place out of all the other entries across Staffordshire University.
Work City sprint 2022	<p>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.</p> <p>Skills I improved:</p> <ul style="list-style-type: none">- Interpersonal- Time management- Effective communication- Project management
Games jam <i>Stoke on trend</i> <i>games jam</i> 2021	<p>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.</p> <p>Skills I improved:</p> <ul style="list-style-type: none">- Time management- Effective communication- Project management
Fund raising World Challenge 2019- June 2020	<p>Raising money to pay for a trip to Madagascar to experience a different culture and to build teamwork skills.</p> <p>Skills I improved:</p> <ul style="list-style-type: none">- Teamwork- Communication- Planning
Work Experience City sprint July 2017	<p>Shadowing multiple roles from testing to programmers to gain insight into a tech-based company.</p> <p>Skills I improved:</p> <ul style="list-style-type: none">- Project management- Interpersonal

Contact

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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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- Time management
 - Effective communication

**References Available upon
request**