

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

Work City sprint 2022	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. Skills I improved: <ul style="list-style-type: none">- Interpersonal- Time management- Effective communication- Project management
Games jam <i>Stoke on trend games jam</i> 2021	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. Skills I improved: <ul style="list-style-type: none">- Time management- Effective communication- Project management
Fund raising World Challenge <i>2019- June 2020</i>	Raising money to pay for a trip to Madagascar to experience a different culture and to build teamwork skills. Skills I improved: <ul style="list-style-type: none">- Teamwork- Communication- Planning
Work Experience City sprint <i>July 2017</i>	Shadowing multiple roles from testing to programmers to gain insight into a tech-based company. Skills I improved: <ul style="list-style-type: none">- Project management- Interpersonal- Time management- Effective communication

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**