

Ben Rose

Junior Games Developer, graded as a top 3 Student in year at UWE. Proficient in C# and Unity, first title "Warden's Teddy" developed for GGJ 2021 and released on Itch.

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Skills

Game Development

I have developed both 2D and 3D games as part of my course and in extra-curricular activities such as Game Jams and personal projects, working with looming deadlines and swift design & development cycles, as well as longer more perfectionist titles and slower development methodologies.

An example of my work is [Wardens Teddy](#), a game that started as an entry to the Global Game Jam 2021 and was then later polished and released as a standalone game. Both games were completed as a team, where my primary role was scripting and asset development. I also had a major role in the games core design and level creation.

Programming

I have worked with a variety of languages and tools, including Unity, Unreal, C#, HLSL, C++ and Python. I am most confident in Unity and with C# (with over 4 years experience), as I have used these tools to create the majority of my extra-curricular projects.

I have worked on solving a variety of problems, including the synergy of many scripts in a large project, single complex algorithms such as a N-body simulation and networking.

Development Methodologies

While in my personal projects I have often opted for a waterfall model; in my University and super-curricular work I have used agile methodologies such as SCRUM in order to develop systems via an interactive design. I have worked in sprints and have experience with daily standup, sprint reviews, retrospectives and collaborating with others to maintain steady development progress and produce a quality system.

Soft Skills

- **Communication**
 - As a PAL leader I have used a combination of good communication skills and active listening to clearly explain concepts and deliver lessons, as well as extrapolating the students' problems to either provide an answer or throw it back to the group to promote discussion and develop their understanding.
- **Collaboration & Conflict Resolution**
 - Across a range of activities, both within university and personal projects, I have often taken the role of team leader. Coordinating the activities of team members, making use of each person's unique skill set, as well as resolving conflicts between ideas as they arose; balancing the merit of the idea against the state and deadline of the overall project.
- **Work Ethic**
 - The need to juggle my studies, chores, free time and swimming training has helped me establish a good work ethic and excellent time management skills. I enjoy working hard on a project that interests me and also understand the importance of time away to maximise productively.

Education

BSc Games Technology | University of the West of England | 2020 – Current

UWE is TIGA Accredited

Current Modules

Game Engine Programming (Modern C++)
More Games in C++ (Modern C++)

Play and Games (Game Design Principles & Market Theory)
Game Engine Architecture & Game Level Design (Unreal & C++)

Modules Completed

Principles of 3D Environments (Maya & Unity)
Games in C++ (SFML & C++)

Games Development Evolution (Game & Market Theory, Unity)
Games Tech 101 (Algorithm & Game Creation in Python)

A Levels | Lord Williams | 2018 – 2020

3 A Grades, including Computer Science (A)

GCSE | Lord Williams | 2013 – 2018

8 GCSEs grades 7-8, including Maths (7) and English (8)

Occupation

PAL Leader and Mentor | 2021-Current

I am working part-time as a PAL leader, helping and guiding year one students within Games Technology. This role focuses on facilitation and mentoring, encourages the students to actively think for themselves and develop the skills needed, both solo and as a team, to solve their own problems. I am responsible for the planning and delivery of bi-weekly sessions to help cement the students' understanding throughout the various modules.

Accomplishments

Completed all levels of DofE, including Gold.

Competed at swimming at a national level.

Worked on a number of games and applications using various languages and tools.

About Me

Since secondary school I have been interested in computer science and creating games, the discipline allowing for both creativity and problem solving with the result being something that can actually give others a meaningful experience. Outside of programming I enjoy running; with my current aim being to complete a marathon, swimming, stories and of course playing games! Recently I have begun learning Korean and have reached an intermediate level.

References

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