

Ben Adams

+44 7988 751559
ben.ada482@gmail.com
<https://benada482.github.io/>
ben-adams-53aa44251
benada482

Personal Profile

A recent Computing for Games graduate from Falmouth University. A strong foundation in Python, C#, Unity and Unreal Engine 5. Skilled in agile project management and maintainable code. Passionate about collaborative projects and continuous learning. Seeking an entry-level software development, game programming role or a production based job in a dynamic team environment.

Skills

Languages Python, C# , C++, HTML, CSS
Frameworks & Tools VS Code, Visual Studio, Unreal Engine 5, Unity
Methodologies Agile, Scrum, Kanban, Waterfall, Pair Programming, Version Control

Education

2022–2025 **BSc(Hons) Computing for Games**, *Falmouth University*, Falmouth, Upper 2:1

Key modules:

Final Year Project:

2020–2022 **BTEC Computing for Creative Industries & Physics A-Level**, *Longsands Sixth Form*, St Neots

Subject	Grade	Subject	Grade
Computing	Distinction*Distinction*	Physics	E

Key modules: Planning and Management of Computing Projects, Computer Games Development, Software Development, Website Development.

2015–2020 **GCSE**, *Ernulf Academy*, St Neots

Subject	Grade	Subject	Grade
English Language	4	English Literature	5
Mathematics	6	Biology	7
Physics	7	Chemistry	7
Computer Science	5	Geography	6
Media Studies	6		

Projects

Co-Operation A year long group project where we created a co-op Unreal Engine 5 game. Focusing on agile management, couch co-op and wacky physics.

Technologies: UE5, Blueprinting, C++, Agile, Scrum, Kanban

Itch.io: <https://cheese-dynamics-games.itch.io/cooperation>

OpenGL
Lorenz System Used OpenGL to create a particle system that can display Lorenz Systems. Used ImGui to allow users to change constants in the equation and dynamically change the amount of particles.

GitHub: <https://github.com/benada482/OpenGL-LorenzSystem.git>

Experience

2024-25 **Co-Operation**, *Falmouth University*, Falmouth

Working in a group project that simulated an industry environment I acted as a lead programmer for an Unreal Engine 5 project. This also came with the responsibility of making weekly builds for sprint reviews, running scrum and sprint planning with a few other members. It also included presenting work to a supervisor and having to pitch the game to multiple supervisors.

2021-25 **Leisure Assistant**, *One Leisure*, St Neots, Cambridgeshire

I was employed to help around with the function of the centre, assisting managers with tasks, making sure equipment was out ready for customers and making sure customers were satisfied with their experience. I also helped to keep the centre clean ready for customers to come in.

Interests

Game Development, Agile management, AI.

References

Available upon request