Benjamin Crew

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Personal summary

I Graduated De Montfort University in 2016, achieving a Upper second class degree with honors. I currently work at Beacon Bingo as a duty manager and formally at DS-Cubed as a Developer and project coordinator. I enjoy both roles with a passion, both offering very different challenges and problems to overcome. I enjoy the social challenges of customer interaction at the Bingo. I am also very proud of my work at DS-Cubed, I have been able to work on a verity of projects both developing and project managing. As a startup company DS-Cubed had to overcome challenges and it is a privilege to have been a part of that.

A comprehensive list of my projects can be found on my person site: <https://bencrew.github.io/>

Education

De Montfort University - 2012-2016

* BSc (Hons) Computer Games Programming 2:1

Leicester College 2010 – 2012

* Computer programming Triple distinction

Burleigh Community College - 2000-2002 GCSE

* 5 at C or above including Maths, English, Science and IT.

Experience

Duty Manager | Beacon Bingo | September 2010 - Current

I am involved with the day to day running of the club with my duties including:

* Customer interaction.
* Staff management and development.
* Bingo Calling.
* Cash handling.
* Offers and promotions.
* Fruit machine operations and laws.
* Knowledge of Gambling, Licensing and Food Hygiene laws.

The social aspects allow me to use my personal skills to the best of my ability.

DEVELOPER AND pROJECT cooRDINATOR | ds-cUBED LTD | mARCH 2016 – October 2016

DS-Cubed is a startup company specializing in software solutions and consultancy. It provides technical solutions for Complex problems. During my time at the company I was responsible for the overseeing and developing of numerous projects. Working at DS-Cubed I had to use and acquire a number of skills these include:

* Working alone and with other developers to overcome problems.
* Developing a VR game to be used at a teaching aid.
* Developing a piece of software using C# and Windows form to parse Excel data
* Working with designers to develop assets for projects.
* Communicating with clients to understand products requirements.
* Building and maintaining a server using Git and FreeNAS.
* Building a customer high performance portable computer for VR gaming.
* Over seeing projects ensuring deadline are reached.
* Timetabling of staff.

This role provided me with a lot of real world experience in the development industry.

Fruit machine developer | Inspired technology ltd| September 2014 – may 2015

This was a gap year in my university second and third years. I was tasked to make a fully functioning fruit machine using QML. I worked remotely and had weekly Skype calls and regular emails to keep track of progress. I did this part time alongside my duties as a duty manager at the Beacon Bingo.

Assistant Manger | Toby Carvery, Mitchells and Butler | 2007 - 2010

* My main responsibilities were; staff delegation, roster organization, cash and stock management, profit and loss reporting and ensuring guest satisfaction.

Bar Staff, Chef, Duty MANAGER | quorndon fox, Mitchells and Butler | 2004 - 2007

I started working as a barman when I was 18. From this position I worked hard to get a manager’s position.

Key skills

Through university and work experience I have gained a number of skills.

* **Key to knowledge** –The greatest thing I have taken out of all my experiences is my key to knowledge; if I am unsure of how to do something I know how to find the answers.
* **Visual Studio** – I can use Visual Studio to run and compile programs as well as debugging and using source control.
* **C++ and C#** - Throughout my experiences I have used C based languages and feel comfortable with them however I am able to learn new languages if necessary.
* **Understanding of Game Mechanics** – My degree was centered on game development and I have a good understanding of how games work and what goes into producing one.
* **Team working** – Through my work at DS-Cubed I was successfully able to work with other areas of expertise to achieve a final product.
* **Unity 3D** – Through professional and projects I have taught myself how to use Unity 3D and have produced work to a finilised level.

Personal

* Excellent people skills, leaderships skills and customer focus.
* Good communication skills.
* A proactive approach to problem solving.
* Able to work closely with customers, often in joint client/consulting teams.
* Flexible & adaptable, able to work well individually and within a team.
* The ability to perform under pressure and deliver to challenging timescales.
* Ability to handle confidential information.
* Can interact with all levels of staff including senior management.
* Attention to detail.
* Can build and maintain strong relationships.
* Proactive, taking the initiative to explore issues and to generate new ideas and approaches.
* Able to work under pressure and deliver results to deadlines.
* Having a creative, analytical, practical and thorough approach to resolving issues.

Hobbies and interests

* Computing
* 3D Art
* Cycling
* Spending time with my family taking day trips and walks.
* Football
* Volunteering at my local church.

References

Available on request.