





Kian Bennett | Programmer

Profile

Third year Computer Games Technology student specialising in programming, recently finished a year long internship at Rare as a gameplay engineer. Skilled in Unity and Unreal C++ programming, and passionate about creating engaging gameplay systems.

Contact

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Professional Experience

Rare Ltd

Software Engineering Intern | July 2021 - September 2022

- Implementing various gameplay features for Sea of Thieves in Unreal Engine with C++
- Server performance and engine tool development
- Regularly writing unit tests, debugging code and using Xbox development hardware

Skills

- ✓ Unity, Unreal Engine
- ✓ C++, C#
- ✓ Perforce, Git

Relevant Projects

Grads In Games Rising Star Competition - Minecrawlers

Winner | January 2022

- Made a cross between minesweeper and a twin-stick shooter over the course of 2 months
- **Highest ranked project in every category** including the technical assessment
- Undertook a mock interview in front of a panel of industry professionals, discussing code structure and project management

Game Jam - Steambots

Game Parade Game Jam | March 2022

- Programmer for a team of 4 making a game in 5 days
- Won awards for **Most Commercially Viable**, **Best 3D Art** and **Best Level Design**
- Showcased at EGX London, Guildford Games Fest, Guildhall Games Fest and Venturefest South to highly positive reception

Education

BSc (Hons) Computer Games Technology

University of Portsmouth | 2019 - 2023

- Achieved **70% and above** in all first and second year modules, including **100%** in C++ programming module and **100%** in Gameplay Programming module.
- **Student representative** for my course, helped the university running stands at games festivals. Shortlisted for the Grads In Games Student Hero award in September 2020
- Lead programmer for final year client project for Frontier Developments lasting 8 months.