George Kendry

Recently graduated undergraduate student: specializing in the development, and implementation of innovative gameplay systems, emphasizing optimized, maintainable code. I've successfully collaborated with—and led—small teams to deploy a vast array of gameplay demos across multiple platforms. Actively seeking a challenging development role; to further leverage and expand my skill set.

⚙ Skills

Technical:	C#, C++, Unity, Unity DOTS, Git
Platforms:	Windows, WebGL, PS5, VR, Android
Additional:	Project management, Documentation, Optimisation, Adaptability

💼 Relevant Experience

Qinetiq / Client Project
Oct 2022 - May 2023,
Portsmouth

Lead Programmer

Developed an application for Qinetiq, a defence and security company, leveraging both VR and XR technologies through the Meta Quest 2 headset. As the lead programmer, I ensured the successful implementation of core systems and demonstrated crucial leadership skills, supporting the team as needed.

Nyris GmbH / Work Experience
Aug 2019 - Aug 2019,
Berlin

Undertook a week-long work experience at Nyris, a leading visual intelligence start-up in Berlin. This invaluable opportunity allowed me to closely shadow industry experts across multiple departments, gaining insights into cutting-edge image recognition and visual search technologies.

📖 Education

University of Portsmouth
Sept 2020 - Aug 2023

BSc (Hons) Computer Games Technology
Passed with 2:1

University Technical College Portsmouth
Sept 2018 - Aug 2020

A Levels
Mathematics - C
Physics - C
Computer Science - D

📞 Contact

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	Portfolio
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