
Personal Profile

I'm a student in the final year of my Games Design and Programming degree with experience in Full-Stack Game Development/Data Analytics. I'm an excellent communicator who stays calm under-pressure and enjoys tackling technical challenges. I thrive in collaborative situations and have experience working in cross-disciplinary teams, bringing structure, adaptability, and strategy to every project. I have a huge willingness to learn and am excited by new skills and tricky environments.

Technical Skills

Unity Engine 2017 – 6000.1

- 8 years of experience within the program.
- Huge focus on C#, multiplayer systems, data models, general OOP, and programming structures/design patterns within the engine.
- Worked in multiple team environments throughout game jams and group projects and am adaptable to different naming conventions.



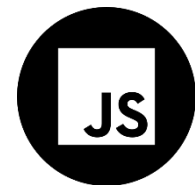
Unreal Engine 5

- 3 years of experience within Unreal Engine 5.
- Multiple university modules spanning both C++ and blueprinting within the engine.
- Completed group projects as a junior member of the programming team – reporting, developing and collaborating with a cross-disciplinary subset of students.



Node.js (JavaScript) & Next.js (TypeScript)

- 4 years of experience within Node.js and Next.js.
- Web development for Unity including secure authorisation systems, session & data management, and secure API integrations including Steamworks, OpenWeatherAPI, PlayFab, Microsoft Azure and more.
- Multiple website projects in freelance development roles.



Education

University of Staffordshire – BSc (Hons) Computer Games Design and Programming

Sep 2023 – GRADUATING July 2026

- Furthered knowledge of Unity Engine C#, and introduction to Unreal Engine 5 & C++.
- Worked on several design and programming projects over lots of disciplines of games programming.
- Have achieved so far in every module and projected a First-Class Honours.

Northampton College – Level 3 Extended Diploma in Creative Media Production, Game and Interactive Media Design

Sep 2021 – Jun 2023
Distinction

- Following my interests, I chose to do the course with existing knowledge of Unity Engine & C#
- Covered fundamentals of industry software – Unity Engine, Autodesk Maya, and Adobe Suite.

Relevant Experience

Junior Programmer – Box Bug Games

Mar 2025 – May 2025

- As part of the Junior Collaborative module at the University of Staffordshire.
- Cross-disciplinary collaborative project in Unreal Engine.

- Project was featured at GradEx as one of the top games of the module.

UoS Student Union Games Development Society – Finance Manager Sep 2024 – Sep 2025

- Working with the student union at the University of Staffordshire.
- Assisted in running events such as the Global Game Jam 2025, EGX trips, end of semester support sessions, and weekly society meetings.
- Offering help to Level 4, & 5 students in their studies.

Electronic Arts Playtesting – F1 2023, skate.

Temporary Mar 2023 – July 2025

- Part of the EA Playtesting program.
- Both in-person (Guildford) and online studies playing through unreleased media (NDA) before answering questions related to the segments played.

Employment

Bartender – Freemans Events Partners

Temporary Jul 2024 – Sep 2025

- Working on site at Silverstone Circuit events such as the F1 British GP 2024 & 2025, MotoGP British GP 2024 & 2025, Ford Fest 2025, and Silverstone Festival 2025.
- Supervising experience.

Crew Member – Roadchef

Sep 2021 – Jan 2023

Extracurricular

In my spare time, I spend a lot of my time working on side projects relevant to my studies. I have been working on a multiplayer steam game building web services for player authentication and data management using PostgreSQL & Next.js. I am a big fan of racing and watch Formula 1, and the WEC – we've also visited tracks in the UK to watch the GT3/4, GB3/4, and Ginetta Championship Series. Me and my friends also race go-karts whenever we get the chance – I have achieved a Top 100 time on a local indoor karting track.

References upon request.