

# LUKE KELLY

G A M E S   D E V E L O P E R   &   P R O G R A M M E R

## CONTACT

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## SKILLS

- C++
- C#
- HTML
- Unreal Engine
- Unity
- Object-Oriented Programming (OOP)
- Debugging and Optimisation
- Modular and Scalable System Architecture
- Game Prototyping & Iteration
- Version Control (GitHub/Plastic)
- Project Management (Jira)
- User Interface/User Experience

## EDUCATION

WEST CHESHIRE COLLEGE  
BTEC Level 3 Extended Diploma  
Creative Media Production  
(Games Development)

## CERTIFICATES

- Unreal Engine 5 C++ Multiplayer Shooter (udemy)
- Learn C++ (codecademy)
- Learn Intermediate C++ (codecademy)

REFERENCES AVAILABLE  
UPON REQUEST

## PROFILE

Graduate of Staffordshire University with a BSc in Computer Games Development, with hands-on experience in industry-standard tools and technologies including C++, C#, Unity, and Unreal Engine. Possess a strong blend of creative and analytical skills, with a proven ability to contribute effectively in team environments and deliver detail-oriented solutions. Passionate about game development and programming, with a focus on creating engaging, immersive experiences.

## INDUSTRY EXPERIENCE

### GAMEPLAY PROGRAMMER

#### Oatcake Interactive (Internship)

June 2025 - October 2025

I have been working as a Gameplay Programmer, developing modular and scalable systems for an unreleased game using Unreal Engine 5 and Blueprints. My role involves close collaboration with a multidisciplinary team of designers, artists, and fellow developers to implement and refine core gameplay features. I contribute to the project's technical design, debugging, and optimization processes, ensuring that systems are efficient, maintainable, and aligned with the game's vision.

### HUMAN FACTORS INTEGRATION SIMULATION ENGINEER

#### Rheinmetall Bae Systems Land (RBSL)

June 2023 - September 2023 (Summer Placement)

During my summer placement at RBSL, I used Unreal Engine 5 to develop software packages utilising the latest technology and techniques. These applications were used for creating a STEM-based interactive gunnery experience for events and VIP visits. I also worked on the development of the simulator used at RBSL for their vehicle platforms.

During my placement, the project I contributed to received an award at DSET(Defence Simulation Education Training) conference.

## HIGHER EDUCATION

### STAFFORDSHIRE UNIVERSITY

BSC (HONS) Computer Games Development - 2020-2024

#### MULTIPLAYER GAME DEVELOPMENT (FINAL YEAR MODULE)

- Developed a multiplayer game using C++ in Unreal Engine.
- Gained expertise in network replication, handling both server and client-side functionalities.
- Acquired skills in networking authority and broadcast mechanisms to ensure seamless multiplayer interactions.

Module Grade Received: First-Class

#### MOBILE GAME DEVELOPMENT (FINAL YEAR MODULE)

- Developed a mobile game using C++ in Unreal Engine for IOS and android Phones.
- Researched and implemented user acquisition & user retention.
- Researched and implemented monetization strategies.

Module Grade Received: First-Class