

STEVEN BRENNAN

CONTACT

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✉ steveb1701@outlook.com

PORTFOLIO

stevenbrennandev.com

SKILLS & TOOLS

- C#
- C++
- Source Control (Git)
- Systems Thinking
- Technical Communication
- Cross-disciplinary collaboration
- Independent Working
- Task and Time Management

LINKS

- **LinkedIn:** linkedin.com/in/steven-brennan-37b473234
- **Github:** github.com/StevenBrennan01
- **Itch Page:** steveybr.itch.io
- **Website:** stevenbrennandev.com

REFERENCE

- Available upon request

HOBBIES AND INTERESTS

- Game-Jams and actively developing in spare-time
- Riding and Working on Motorcycles

A passionate Games Programming graduate and hobbyist with a focus on Gameplay Programming. Experienced using Unity, Unreal and S&box using C#, C++ and Blueprints both independently and collaboratively. Strong passion to learn and grow within Games. Seeking junior programming roles within the games industry.

EXPERIENCE

March 2025 - May 2025

Lead Programmer *University of Staffordshire, Mach 26 Studios*, Stoke on Trent, Staffordshire

- Led a tech team and collaborated with other disciplines to develop a game within an eight-week timeframe using the Unity Engine, achieving 10th out of 35 games.
- Closely communicated with other disciplines to bring together the project vision.
- Managed and delegated tasks around the team.
- Managed source control, conflict handling and builds to ensure a smoother operation for team members.

May 2024 - September 2026

Student Ambassador *University of Staffordshire*, Stoke-on-Trent

- Working with a mix of both prospective students and children coming to the University for open days and events, alongside phone handling and telecoms through clearing periods.

October 2020 - April 2022

Sky Telesales Advisor *Sky UK*, Kent

- Handling inbound calls and building rapport with hundreds of customers every day to both assist with technical issues and improve package costs.

EDUCATION

2026

Bachelor of Science Games Programming & Design - First Class (1:1)
University of Staffordshire, Stoke-on-Trent

- Honourable Mention award, and runner-up for best Prototype game of the year - GradEx 2026
- Coursework focused primarily within the Unity Engine (C#), alongside experience using Unreal (Blueprints), and SFML with C++
- Member and attendee of select Game Dev Society workshops

2021

Diploma of Higher Education Computer Science
Canterbury College, Canterbury

- Introduction to IDEs and fundamental Computer Science Principles
- Creation of web pages using HTML and CSS
- Creation of applications using Visual Basic