

Scott Gray

Gameplay Programmer

PRIMARY CAREER GOALS

To gain further experience in the fields of game development and programming, mainly in common game engines like Unity and Unreal, in the hopes of creating more solid games in the future.

CONTACT

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EDUCATION

Kingston University
Game Development (Programming) MSc
September 2025 - Present

Kingston University
Computer Games Programming BSc (Hons) (First Class)
September 2021 – June 2025

Brooklands College, Weybridge
BTEC Diploma Level 3 in IT/Computer Studies (MP)
September 2019 – June 2021

SKILLS

- ~4 years of experience with Unity and Unreal Engine
- ~2 years of experience with Python and ~4 years of experience with C# and C++
- ~3 years of experience with using GitHub alongside game projects in Unity and Unreal, including sharing with other users and committing edits

INTRODUCTION

I am very passionate about video games (especially arcade-style games like shoot 'em up games and rhythm games) and how they are designed, as well as the development processes behind them. I've worked on multiple videogames of my own as part of my university assignments, which utilise C++ and C#, and also have plenty of experience with working in groups. Outside of videogames, I have also studied machine learning, deep learning and 3D modelling and animation, and have good experience with Autodesk Maya and Blender.

AWARDS & ACCOLADES

KINGSTON UNIVERSITY INKUBATOR GAME JAM 2026
2ND PLACE WINNER
February 2026

Won 2nd place with my team's game, "Little Lost Astronaut".

WORK EXPERIENCE

P/T PLAY TESTER ELECTRIC SQUARE BRIGHTON
July 2023, June 2025 – July 2025

Reported bugs and glitches and provided player feedback to game developers for Parallel and Fortnite, mainly regarding:

- UI design
- Game design
- Level Design
- Tutorial design
- Typos

IT ASSISTANT D-FLO LIMITED WINDSOR
March 2020

Organised as part of my course at Brooklands College. Role mostly consisted of assisting others with examining the conditions and operations of pieces of IT equipment like servers and other computers. Role was to take place over 2 weeks but was cut short by the COVID-19 pandemic.