

SAUL BOOKEY

INDIE GAMES DEVELOPER
AND GAMEPLAY
PROGRAMMER

KEY SKILLS

- Communication
- Time Management
- Teamwork
- Mentoring
- Leadership
- Customer Service
- Critical Thinker
- Problem Solving

TECHNICAL SKILLS

- Agile Practices
- Microsoft Office Tools
- Kanban Software: Trello, Hack&Plan, Notion
- Programming Languages: C#, Python, Blueprint, C++ (Basic Level)
- Source Control: Git, Github Desktop, Source Tree, Perforce
- Game Engines: Unreal Engine 4, Unity
- Content Creation: YouTube and Twitch

EDUCATION

- BSc Games Production, Confetti, Nottingham Trent
 - On Track for 1st Class Degree
 - 2019 - 2022
- A Levels: Mathematics (B), History (B) and Computer Science (C) - 2019, King David High School
- GCSEs: 10 Including Mathematics and English Literature Grade 7, English Language Grade 6 - 2017, King David High School

PERSONAL ACHIEVEMENTS

- Deputy Head Boy, King David High School
- Setup Python Programming Club for new Keystage 3 students
- Created and Released "You Have Fallen" my first mobile game in one week
- Admin and a creator of the first Confetti Higher Education Games Discord, lead by student mentors and reps

REFERENCES AVAILABLE
ON REQUEST

CONTACT INFORMATION

Email: saullb@hotmail.co.uk

Term Time - Nottingham | Out of Term - Liverpool

Portfolio: <https://gamesbysaul.co.uk>

LinkedIn: [Linkedin.com/saul-bookey](https://www.linkedin.com/saul-bookey)

Willing to relocate? Absolutely | Willing to relocate abroad? Absolutely

PERSONAL PROFILE

I have been an indie games developer since 2019 and have shipped multiple titles for pc and for mobile, but my main specialisation is programming and working on mechanics as a gameplay programmer. As an indie developer, I put care and thought into each and every aspect of the project being developed to ensure it is of the best possible quality for release. I love getting involved with the community either through game jams, through discord servers or by using my [YouTube channel](#) which I set up to document my game development journey and to show my growth.

EMPLOYMENT HISTORY

CERT (Collaborative Engagement and Retention Team) Student Mentor

Confetti, Nottingham | Sep 2020 - Jun 2021

- Helping fellow classmates
- Mentoring new first years
- Helping first years with any concerns they may have
- Assisting in teaching Games Architecture, answering any Unreal Engine 4 queries

Student Representative

Confetti, Nottingham | Oct 2019 - Jun 2021

- Dealing with issues and concerns from across my course
- Dealing with complaints from students and communicating with the relevant member(s) of staff to solve
- Attending once a term meetings with senior staff of the course and of Confetti

Internship - QA & Level Design

Onteca, Liverpool | May 2018 - Sep 2018

- Acting as QA for their project at the time, Space Ribbon, which involved writing accurate and concise bug reports
- Level Design for their mobile app, Chill Panda

HOBBIES AND INTERESTS

- Video Games
- Games Design
- Cooking
- Photography
- Learning Spanish
- Travelling
- Cycling
- 3D modelling with Blender
- Pixel Art
- Furthering my learning, using sites such as Udemy