Kenny Deeble

London, UK | open to hybrid, on-site & remote roles
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Portfolio: https://iskihi.github.io/St8OfTheArt

Personal Profile

Unity Game Developer with 1+ year of experience developing mobile and PC games using Unity and C#. Experienced in gameplay systems, generalist development, and cross-functional collaboration within small, remote teams. Passionate about building polished, player-focused game experiences.

Experience

Gamecrafters' Collective (global indie game studio, remote) – Junior Game Developer / Director (2024 – Current)

I have contributed to multiple projects across mobile and PC platforms, primarily using Unity and C#. This includes developing game mechanics for Cluck Yeah!, a mobile score-based hybrid-casual arcade infinite vertical scroller, as well as working on a mobile top-down puzzle game, a mobile isometric adventure game, and serving as game lead for a PC top-down arcade game (the latter three currently under NDA).

Beyond programming, I collaborated in ideation, pre-MVP development, and marketing phases by engaging in cross-functional discussions, creating game design documents and system diagrams, playtesting, and contributing to social media content. I am experienced in version control using GitHub and agile project management with ClickUp. In my role as co-director, I have also contributed to company-level decisions, documentation, and financial planning, while engaging with the community and supporting marketing initiatives across social platforms.

TrailerFarm (international game trailer studio) – Freelance Video Game Trailer Assistant (2020)

Assisted in the production of the Gundam Evolution trailer by playing an early version of the game, enabling a team member to record gameplay footage for marketing purposes.

Skills

Proactive and versatile game developer with hands-on experience programming in languages such as C#, C++, GDScript, Python, SQL, and web technologies including CSS and HTML. Develop, integrate, and debug projects using the Unity 6, Unreal Engine 4 & 5, and Godot 4 game engines, applying best practices for efficient and scalable game systems. Design and document game mechanics, systems, and levels through GDDs, QA documentation, and interactive storytelling with Twine. Manage relational databases, version control with GitHub and Unity Version Control, and execute Agile/Scrum workflows using ClickUp, Jira, and Trello.

Create and edit multimedia content using the Adobe Suite (Premiere Pro, After Effects, Photoshop, InCopy, Audition) and DaVinci Resolve, alongside productivity tools in Microsoft Office and Google Suite. Lead, communicate, coordinate, and collaborate effectively within teams, bringing a patient, empathetic, and proactive approach to development. Write scripts, craft interactive narratives, and guide projects to deliver high-quality work on time, consistently focusing on dependability, creativity, and enhancing the player experience.

Education

University of the Arts London (2023 – 2024) - MA Games Design (Merit)

University of East London (2019 – 2023) - Bachelor of Science Honours with Foundation Year in Computer Games Development (2.1)

Designed and developed 5 team prototypes using Unity and Twine, incorporating first-person gameplay, puzzles, VR, branching narratives, and socially driven game concepts. Executed projects under time-limited restrictions and company briefs (including UNESCO). Additionally, I created a team-based escape room prototype and developed a solo board game prototype, applying rapid prototyping, iterative design, and collaborative development practices.

Barking & Dagenham College (2017 – 2019)

- Pearson BTEC Level 3 Subsidiary Diploma in Creative Media Production (QCF) – Pass
- Pearson BTEC Level 3 Extended Diploma in Creative Media Production (QCF) – Triple Pass

Sydney Russell School (2012 – 2017)

8 GCSE's ranging from B-C, including Computing, English Language, and Mathematics.

Interests

I design and prototype game mechanics through participation in game jams, experimenting with new gameplay systems, and testing emerging game engine features. I also explore computing technologies, staying up to date with hardware and software trends. Additionally, I produce, edit, and publish game related content on social media platforms.

References

- LinkedIn recommendation from Andy Pickup, Game Lead & Unity developer on Cluck Yeah!