

Harry Stansfield

Games Programmer

Unreal and Unity Developer with multiple published games for all desktop platforms, WebGL and on the Apple App Store and Google Play Store. And a multi-year background in C#, C++, blueprints and Unity

SirDevAlot.work

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Stockport, Greater Manchester

References available upon request.

SKILLS

- Highly skilled in using Unity and C# with over 3 years of experience
- PC 2D/3D game development using C# and Unity on Steam, and Itch
- Mobile game development using C# and Unity on iOS and Android
- Github
- Knowledgeable in C++
- PC development in Unreal Engine 5

EDUCATION

Games Design and Programming, University Of Staffordshire | 2024 – Present

Staffordshire University allows me to build on the knowledge that I acquired from Access Creative and enables me to further push myself in the fields of C#, C++, and game development overall.

Games Development, Access Creative College | 2022 – 2024

Access Creative allowed me spend over two years learning C#, Unity, Unreal, Blender, Maya, Substance Painter, and Designer, and even a lot more conceptual things such as marketing, games design, level design and project planning.

Hobbies and Interests

- Game jams - participated in 5 in the past 2 years
- Other Creative Outputs - Cinematography and Traditional art
- Physical Exercise - Mainly Bouldering(V5 right now) and Weight Training
- Films (Mainly Horror of any type)
- Cooking and Baking

WORK EXPERIENCE

Game Developer | 1 UP | Stoke on Trent | January 2025 - July 2025

- Polished projects for full steam releases
- Worked on various systems in Unreal Engine
- Worked closely with game designers and artists in order to improve various systems
- Fixed a variety of bugs in different systems
- Optimised blueprint systems in unreal

Lead Programmer | Boomerang Games | Manchester | Feb 2024 – December 2024

- Managed entire projects, and oversaw three senior and junior programmers.
- Responsible for creating the complex, interconnecting mechanics.
- Delegating tasks to senior programmers, utilising skillsets in order to create efficient project development.
- Trained multiple junior programmers in C# to take over their own roles.

Games Programmer| Slingshot Studios | Manchester, UK | Apr 2023 – Jan 2024

- Designed and developed multiple gameplay mechanics in a wide range of platforms.
- Developed Audio, AI, and Gameplay systems for 3D projects.
- Created PC and mobile support for the same project.
- Optimised code for low-end Android devices.