

Ben Murray

Experienced Game Developer with a demonstrated history of working in the computer games industry. Skilled in Unreal Engine 5, Godot, Cocos2d-x, Unity, Phaser. Strong programming professional with a 1st Class BSc (Hons.) in Computer Games Programming from the University of Derby.

EXPERIENCE

Sumo Digital, Nottingham— *Principal Programmer*

November 2022 - March 2025

Developing online multiplayer games in C++/Unreal Engine 5 targeting PC (Steam), PS4, XBO, PS5, XBS using GAS.

DR Studios, Milton Keynes— *Lead Programmer*

November 2020 - November 2022

Developing online multiplayer games in C++/Unreal Engine 4 targeting PC (Steam), PS4, XBO, PS5, XBS.

Unexpected Developments, Nottingham— *Senior Game Developer*

September 2018 - October 2020

Developing games in C++/Unreal Engine 4 targeting PC, iOS, Android, PS4, VR.

Freelance Game Developer, Derby— *Game Programmer*

August 2017 - PRESENT

I have produced many games working in engines including Unreal Engine 4, Godot, Unity3D, Cocos2d-x and Phaser.io.

Burke & Best, Canterbury— *Game Developer*

August 2012 - August 2017

My role at Kempt continued on when it became Burke & Best, seeing me working on many projects in multiple languages and engines.

Kempt, Canterbury— *Game Developer*

August 2012 - May 2015

My time here was spent developing many mobile games released across platforms including iOS, Android, Windows Phone, OS X and HTML5.

GForces, Maidstone — *Developer*

October 2010 - August 2012

I worked on a variety of projects during my time here including a touch screen immersive experience, a translation manager and set up and co-lead the in-house QA department.

Open to:

Contract Gameplay

Contract AI

Contract Multiplayer

Technical Director

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LinkedIn: <http://bit.ly/3DBPADj>

SKILLS

I specialise in game development in a variety of programming languages including:

- C++
- C#
- WASM
- HTML5
 - JavaScript
 - TypeScript

I have used many development environments and game engines including:

- Unreal Engine 5
- Godot
- Unity
- Cocos2d-x
- Phaser.io
- Rider
- Visual Studio
- XCode
- Android Studio

I have a lot of experience with software tools including:

- Blender
- Photoshop
- Krita
- Inkscape
- Audacity
- OBS Studio

EDUCATION

University of Derby, Derby — BSc (Hons.) Computer Games Programming

September 2017 - June 2018

After a year here, I gained a 1st Class BSc (Hons.) in Computer Games Programming.

Canterbury College, Canterbury — BTEC National Diploma

September 2004 - July 2006

I spent two years working towards a national diploma in computing getting distinctions in all of the programming modules.

Simon Langton Grammar School for Boys, Canterbury — GCSEs

September 1996 - July 2001

PROJECTS

Kart Fighter 2 — iOS, Android, Windows Phone 7

A top down 2D racing game with unique controls featuring locations from all across the world.

Stunt Guy — iOS, Android, BlackBerry

An endless driving game focusing on causing carnage by taking out other road users.

Kart Fighter 3 — iOS, Android, Windows Phone 8

Going even deeper into the world of racing with many new and refined features.

Kart Fighter 3: Companion Minigame — ActionScript 3

Unlock special features in the main game by beating this fun button mashing side game.

Stunt Gal — iOS

Filmed on location performing daring stunts to reach the goal before the building comes crashing down.

Stunt Guy 2.0 — iOS, Android

A fresh take on an endless driving game that now sees you competing against others on a global leaderboard.

Stunt Wheels — iOS, Android, Mac

Top down 2D racing at its best with many high paced crazy tracks that are sure to keep you entertained.

Saving the Day — HTML5

Help fix the lives of a variety of people with many choices to make.

Bounty Stars — iOS, Android

Chase down the villains of the galaxy by building a crack shot team of space bounty hunters.

Amateur Surgeon 4 — iOS, Android

The latest success in a series of humorous operation games that sees you working on a massive variety of scenarios.

Heavenstrike Rivals — iOS, Android

A turn based tactical RPG, pit units against each other utilizing various abilities.

The Jewry Wall — HTML5

A collection of 2D mini-games developed using Phaser.io as an aide to educating museum visitors.

Vitriolic — PC

A 3D Hack-n-Slash Action-Adventure game developed in Unreal Engine 4 and set in a dystopian cyperpunk world.

Digital Reality — *PC*

A multi-player 3D Virtual Reality experience developed in Unreal Engine 4.

Forza Street — *PC, iOS, Android*

A cross platform 3D mobile racing game developed in Unreal Engine 4.

ViRvii — *PC VR*

A VR music experience for the Oculus Quest 2 developed in Unreal Engine 4.

Hawken Reborn — *PC*

A live ops online multiplayer mech looter shooter developed in Unreal Engine 4.

The Texas Chainsaw Massacre — *PC, XBS, PS5*

An online multiplayer horror asymmetrical PvP game developed in Unreal Engine 4.