Daniel Fereday
Junior Game Developer

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📍 Burton, Staffordshire, UK

Summary

I am a passionate and efficient developer who enjoys putting time and effort into complex projects. I have four years personal experience working with Unreal Engine and Unity specialising in gameplay programming with familiatiry in all aspects of the game creation process.

Links

Linkedin:
https://www.linkedin.com/in/dan-fereday-a58715276/

Portfolio:
danfereday.com

Hobbies

- Piano

- Game modding

- 3D modelling

- Video Games

- Music Composition

Education and Qualifications

KINGSTON UNIVERSITY
Kingston - London
July 2024

BSc in Computer Games Programming
- Degree awarded with First Class Honours
- Specialised in Unreal Engine and AI behaviour
- Worked with Playstation DevKits and VR hardware to develop projects.

JOHN TAYLOR HIGH SCHOOL
Staffordshire
July 2021

A - Levels
- Maths - B
- Further Maths - A
- Physics - B
- Computer Science - B

EPIC GAMES
February 2025

Epic Games Game Design Professional Certificate
- 3 Month program split into 8 courses revolving around game design and the creation process.

Skills

• Unreal Engine	• Unity	• Autodesk Maya	• C++
• ZBrush	• Blender	• Adobe Photoshop	• C#
• Substance Painter	• Premiere Pro		

Employment and Extracirricular

Estimator - Industrial Contracting Services Ltd - *January 2025 - Current*

Piano Grades 1-7 - ABRSM / Trinity College London - I have played piano for 15 years which has contributed to my interest in composing music for games and movies.

The Spark Contest - "A competition that challenges young professionals to disrupt and innovate in the French and British energy sector." - *Currently participating.*