Grant Stevens-Wade

Software Developer

Personal Info

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Date of Birth
30-08-1993

Software Knowledge

Unity
Visual Studio
WordPress
GIT
Microsoft Suite
Adobe Suite

Languages

C#
Python
C++
VB
SQL
JavaScript

Other Skills

Website development
Mobile app development
Unity asset creation
Driver's license

Profile

I am an award winning Unity developer with experience in mobile, desktop and VR applications. Moreover, I am adept in a range of skills across multiple areas of software and games development. I am currently looking for a full time position in software or games development.

Experience

Naked Penguin Boy (NPB) – August 2014 – December 2014
I completed several projects during my time at the digital agency in programs such as: Corona, Unity and Flash. We released several titles onto the app stores.

Narratio – October 2015 – November 2016.
A London based video agency who wanted to dive into the world of mobile development. I worked with several talented artists and narrators to produce the company's first game, Powerless, currently on the App Stores.

Amplified Robot/Medical Realities – November 2016 – May 2018
A London based digital agency specialising in VR and AR projects. I worked on a number of client based projects in Unity C# and collaborated with several talented developers and graphics artists with the latest VR technology.

Laing O'Rourke – May 2018 – October 2020.
A leading innovative construction company employed me to use my knowledge and expertise to develop software, applications, and tools to enhance their technical offerings.

Bodyswaps – October 2020 – Current
A learning provider specialising in soft skills technology. I was employed to develop their product, creating features, tools, and being responsible for important aspects of the product releases.

Projects

Powerless – Narratio's first game was a narrative based game set in a Powerless London. It has eight unique characters with stories that intertwine with each other and includes dynamic stats that affect every element of game play.

VR Crane Simulator – A networked VR training environment allowed multiple users to experience the challenges of crane operators. This project won the Unity Developer Award 2019 – AEC Category.

Bodyswaps: Job Interview Simulator – A soft skills experience available on multiple platforms that simulates a job interview environment and trains them in the best practices.

Education

University of Bedfordshire 2011 – 2014 – 1st Class Honours – Computer Science
- C#, VB, HTML, CSS, C++, SQL, JavaScript, Adobe Suite, 3DS Max, WordPress, GIT