Dean Atkinson-Walker | +44 (0) 7941072453 | deanatkinsonwalkered@gmail.com | Portfolio

Summary

I am a pragmatic and organised individual with a drive to solve problems, a keen eye for technological advancements and a hunger for excelling to new heights. I hold value in punctuality and ensuring a high consideration for quality even during the most challenging of tasks. I am a reliable and approachable team-player that is equally as competent working independently.

Experience

Reality AI (unpaid / open-source) - AI Engineer   March 2025 - July 2025

I worked through issues on a repository to create AI-driven tools for educators using Python. I tried to focus on automation and NLP-based solutions to produce AI-powered assistants and recommendation systems to enhance engagement and streamline educational workflows.

Microbe Machines (itch.io link) - Lead Developer   March 2024 - August 2024

Created for my university final major project; I worked with a small group of designers to create a collect-a-thon in Unreal Engine. Using a modular attachment system that I designed, players attach mechanics to a machine in an effort to collect cells placed around several levels.
I was responsible for all the code, balancing, control scheme design, UI implementation, UI design.

Key Skills

Effectively showed **communication** while working on my final major project at Birmingham City University where I have collaborated with a large multi-disciplinary team in a hybrid work structure. I ensured to keep my work **well-documented**.

Attentively **worked under pressure**, multi-tasking studies alongside employment which required a balanced and **driven mindset**. Reliably displayed **confidence** as a caterer with the NEC Group, performing quality **customer service** and interacting with members of the public during large-scale social and corporate events.

Demonstrated **leadership** skills across multiple collaborative projects in an **agile** work structure contributing to professional solutions and insights as a lead developer.

While relying on my **time management** skills, I ensure to set aside time to refactor my codebase to improve **optimisation**, enhance readability, and maintain long-term scalability. This practice not only strengthens performance but also reduces technical debt, allowing future features and fixes to be integrated more efficiently.

Technical Skills

Languages	C++	C#	C	JavaScript	HTML	CSS	Python	SQL
Libraries	OpenGL (C++)	SDL (C++)	MonoGame (C#)	Three.js (JavaScript)
Unreal Engine	Blueprints	Materials	AI	UI	Audio Programming	Level Scripting
Unity	UI	Level Scripting	Audio Programming
Version Control	Perforce	GitHub	Git
Miscellaneous	Photoshop	Premiere Pro	After Effects	3ds Max	Slack	Jira	Confluence

Accolades

IG50 Winner 2025
Hand-selected by a panel of industry professionals as one of the top 50 emerging talents in the UK across all game development disciplines. IG50 tends to highlight newcomers with strong industry-readiness and high long-term impact. This recognition led to exclusive mentorship.

Pupil Design Awards Winner 2018
Collaborated in a team to design *The Octagon*, a fidget toy aimed at supporting individuals with ADHD by improving focus and relieving restlessness. Our project was selected as the winning design in our age group, recognised for its creativity, functionality, and positive impact on mental health support tools.

Education

Birmingham City University (2022-2024) - Video Game Development - BSc (Hons)	**First Class**
Access Creative College (2020-2022) - BTEC Level 3 Game Technology	**Distinction***
Holyhead Secondary School (2015-2020) - 8 GCSEs, including English, Maths and Computer Science	**7-9 (A - A*)**

Hobbies & Interests

I love to exercise; I follow a routine vigorously. I consistently make music and have written a couple of screenplays. Anything that gives me the opportunity to demonstrate my creativity or artistic nature is very fulfilling. Film is the perfect way of doing that. I'll also critique and analyse media often - I'm very interested in storytelling.