

Contact

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Links
[Linkedin](#)
[Portfolio](#)
[Github](#)

Skills

Languages

C++ • C# • C • Python • SQL •
JavaScript • HTML • CSS

Engines

- Unreal Engine (C++, Blueprints, AI, UI, Audio, Materials)
- Unity (C#, UI, Level Scripting, Audio)

Frameworks/Libraries

- OpenGL (C++)
- SDL (C++)
- MonoGame (C#)
- Three.js (JavaScript)

Accolades

IG50 (2025)

Selected by a panel of industry professionals as one of the top 50 emerging talents in the UK across all game development disciplines

Pupil Design Awards (2018)

Co-designed The Octagon, a fidget toy supporting individuals with ADHD.

Education

BSc (Hons) Video Game Development

Birmingham City University
First Class
2022 – 2024

Level 3 Game Technology

Access Creative College
Distinction*
2020 – 2023

DEAN ATKINSON-WALKER

Gameplay Programmer

Profile

Game programmer with a strong systems mindset and production-focused experience building gameplay systems in Unreal Engine and C++. Actively developing and maintaining live indie projects. Known for taking full ownership of features, debugging complex issues, and building clean, scalable code. Experienced in rapid prototyping, gameplay systems, and low-level frameworks. IG50 Winner 2025, recognised as one of the UK's top emerging game development talents.

Experience

Sole Developer

ColorWays – Link (Available on Android)

Oct 2025 – NOW

- Conceived, developed, and published an endless-runner mobile game independently in Unity (C#).
- Architected core gameplay systems including procedural platform regeneration.
- Implemented performance-focused optimisations across lower-end devices.
- Designed and implemented a monetisation structure.
- Maintained structured documentation and a clean, scalable codebase to support ongoing updates and iteration.
- Managed full production pipeline including UI implementation, build configuration, and deployment.

AI Engineer

Reality AI (Open Source / Unpaid)

Mar 2025 – Jul 2025

- Contributed to an open-source repository developing AI-driven tools for educators using Python.
- Built automation and NLP-based features supporting AI assistants and recommendation systems.
- Fixed issues, implemented features, and improved maintainability within a collaborative codebase.

Lead Developer

Microbe Machines – [Link](#)

Mar 2024 – Aug 2024

- Led development of a collect-a-thon game in Unreal Engine with a multidisciplinary team.
- Designed and implemented a modular attachment system allowing players to combine mechanics dynamically.
- Sole responsibility for all C++ and Blueprint code, gameplay balancing, control schemes, and UI implementation.
- Iterated on gameplay features through playtesting and designer feedback to deliver polished, production-ready builds.

Technical Profile

- Demonstrated leadership as lead developer across collaborative projects using agile workflows.
- Strong debugger with a habit of refactoring to improve performance, readability, and long-term scalability.
- Proven ability to work under pressure while balancing full-time study with demanding employment.
- Clear communicator experienced in hybrid team environments and well-documented codebases.