

Scott Bevin CV

30/08/1988
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Profile

As a professional software engineer for almost 10 years, I have grown from a Junior right through to Programming Lead.

During my career I have had the privilege of working for and with lots of big-name studios on amazing titles, directly contributing to the development and release of 13 titles.

I am currently Programming Lead for d3t where I line manage 11+ junior & mid-level programmers, am part of the hiring team and directly lead the engineering aspects of cross-discipline teams on the development of titles.

Constantly looking to learn and grow, never afraid to apply myself to a new problem.

I have experience with the entire product life cycle, from developing prototypes and concepts to shipping product. I specialise in the quick turnaround of new concepts that can then be developed into fully polished features, while always maintaining a high quality of code in agile environments. I have a strong background in Unreal as well as jumping in and understanding proprietary tech.

Experience

January 2018 - Present

d3t Ltd. A Keywords Studio

Programming Lead

Responsible for line management and growth of junior & mid-level engineers, aiding recruitment and leading development teams through the full lifecycle of a title from initial investigation through to release, including organisation, technical direction and hands-on development.

May 2016 – January 2018

d3t Ltd. A Keywords Studio

Senior Programmer

Responsible for taking ownership of major systems including both direct development and leading teams to ensure successful completion.

October 2015 - January 2016

Sony Computer Entertainment Europe - NW Studio

Principal Programmer

As principal programmer I was responsible for the development of game mechanics and systems within Unreal Engine 4 for the studio's new as-of-yet unannounced game.

March 2015 - October 2015

Tt Games

Assistant Lead Game Mechanics Programmer

As an assistant lead game mechanics programmer, I was tasked with leading the development of the game code for a single project within a cross-project team. As well as programming on the project I take care of the day-to-day management need to keep the team running to schedule and maintain communication with other teams, including design production and publishing to agree on and plan for milestone delivery.

I was working in this capacity from February 2014 onwards on LEGO Worlds.

June 2013 - March 2015

Tt Games

Game Mechanics Programmer

As a game mechanics programmer, I was responsible for programming new features to specification as required by the design of the project, I also maintained, upgraded and debugged existing code.

July 2011 - June 2013

Tt Games

Junior Game Mechanics Programmer

As a junior game mechanics programmer, I was responsible for programming new features to specification as required by the design of the project, I also maintained, upgraded and debugged existing code.

August 2010 - June 2011

Barcrest Games

Software Engineer Within The Videogames Development Department

Responsible for the sole programming for slot machine gambling games, developing games to specification provided by the design department.

Released Games

- **Un-announced Title**, Release date TBC
- **Shenmue I & II**, Released 2018, SEGA & d3t
- **Flinging Bouncy Balls**, Released 2016, Personal Project
- **LEGO Dimensions**, Released 2015, Tt Games
- **LEGO Worlds**, Released 2015, Tt Games
- **LEGO Jurassic World**, Released 2015, Tt Fusion
- **LEGO Batman 3 – Beyond Gotham**, Released 2014, Tt Games
- **LEGO The Hobbit**, Released 2014, Tt Games
- **The LEGO Movie Videogame**, Released 2014, Tt Fusion
- **LEGO Star Wars Saga iOS**, Released 2013, Tt Games
- **LEGO Marvel Superheroes**, Released 2013, Tt Games
- **LEGO City Undercover**, Released 2013, Tt Fusion
- **LEGO The Lord of The Rings**, Released 2012, Tt Games

- **LEGO Batman 2 – DC Super Heroes**, Released 2012, Tt Games
- **LEGO Harry Potter Years 5-7**, Released 2011, Tt Games

Education

2007 - 2010	University of Bolton , <i>Deane Road, Bolton, BL3 5AB</i> Course: BSc(Hons) in Computer Games Software Development Classification: First
2005 - 2007	South Trafford College , <i>Manchester Road, Altrincham, Cheshire, WA14 5PQ</i> Course: BTEC in Software Engineering Classification: Triple Distinction
1999 - 2005	Sale Grammar School , Marsland Road, Sale, Cheshire, M33 3NH