Dale Hunt

Computer Science for Games [Graduate – 1st Class Honours]

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About Me

From the SEGA Master System II to my current PC, gaming has been my passion and inspired my career in games programming. When I'm not gaming or developing, I'm cooking, streaming, or lost in my diverse Spotify playlist. My love for gaming extends to supporting World of Warcraft communities with UI challenges, leading to contributions in public libraries and collaborations with the Esports Organisation, Method, in their World of Warcraft division to optimize their raiders' UIs.

Experience

MinimapStats – Personal Project [LUA]
Created a popular World of Warcraft AddOn, enhancing the Minimap with crucial details such as FPS, Latency, Instance Difficulty, and real-time location. Publicly released, it's garnered over 10,000 downloads, and is solely developed by me.

Accessibility in Games: Colourblind Modes – Dissertation Assignment [C# / Unity]
As my final dissertation, I developed a template that aims to help streamline adding accessibility options to Unity for developers. Increasing support for users that suffer with colourblindness.

Game Engine Sub-System: User Interface – University Project [SDL & C++]
In my second year, I developed a UI-focused sub-system for a game engine provided by my lecturer. It's still a work in progress, prioritizing broad application over a feature-rich design.

Attendy – University / Group Project [HTML, CSS, JavaScript]
Attendy streamlines attendance tracking through a web app, storing all data locally on students' phones for easy self-management without external apps. I contributed to front-end design and back-end improvements, enhancing both user experience and app performance.

!FlappyBird – University Project [JavaScript & Phaser]
In my second year, I engineered a Flappy Bird clone with enriched gameplay and an improved game loop, using JavaScript and the Phaser Library. I wrote the entire codebase and designed all the UI elements, while integrating externally sourced assets.

Skills

C++ | Unreal Engine | Unity | LUA | Visual Studio & Visual Studio Code | JavaScript | GitHub / Git

Education

University of Brighton – Computer Science for Games – 2021 to 2024.

Previous Work Experience

Receptionist / Recreational Assistant | Portslade Sports Centre | May 2024 – Present.
Duty Manager | Portslade Sports Centre | 2019 – 2021.
Cricket Centre Manager | Brighton Aldridge Community Academy | 2016 – 2019