

Ewan Prangell

Games Programming Student | Java & Unity Development

+44 7307 611143

Dartford, Kent, UK

ewanprangell@gmail.com

Portfolio: ewanprangell.carrrd.co

Github: github.com/PrangellPlays

Game programming student at North Kent College achieving **Distinction grades**, with **Java expertise** and a **growing Unity / C# proficiency**. Demonstrated my technical capabilities through **published Minecraft mods** (LLGDragons, LumiCode), custom **Unity applications**, and a team **game project on itch.io**. Having a strong foundation in **object-oriented programming**, **problem-solving**, and **self-directed learning**. An active **open-source contributor** with a **portfolio of personal projects**.

EDUCATION

The Leigh UTC September 2019 - August 2024:

- GCSE Grade 6: Computer Science
- GCSE Grade 5-5: Combined Science
- GCSE Grade 4: English Language, English Literature, Mathematics, German
- BTEC Level 2 Merit: Digital Information Technology
- BTEC Level 2 Pass: Digital Information Technology BTEC

North Kent College | September 2024 - Present:

BTEC Level 3 Creative Media Practice - Game Design
Currently achieving **Distinction** grades.

Expected June 2026 finish

Key modules:

- Games Programming / C# Development
- Game Engines (Unity) & Games Design
- 3D Modelling

PROJECTS

Infestation Education | Unity 6 Team Project:

Led some gameplay programming and technical documentation for a 13 person team. Developed **core game mechanics**, **UI system functionalities**, and main menu asset looping for character / enemy displays. Collaborated across design, sound, and art teams to **help integrate different assets** and maintain the overall game flow. **Published a playable game build** on itch.io with positive peer feedback. Achieved an **overall distinction grade**.

northkentcolleggames.itch.io/infestationeducation/

LLG Dragons: Re-Fabricated:

A Fabric 1.20.1 mod adding **custom entities**, **items**, and **game systems**. Modernising an original Forge 1.10.2 concept for a current **public release**, demonstrating my **ability to reverse-engineer and rebuild legacy code**.

github.com/PrangellPlays/LLGDragons_ReFabricated/

Audify! Unity 6 Application (In Development):

A custom audio player with a **metadata file system**. Allowing users to select audio files, **create / edit custom metadata** (title, artist, source) and **maintain a persistent audio library**. Currently refining features before a public release.

KEY ACHIEVEMENTS

- Technical Excellence:** Achieving a consistent Distinction grade in multiple Level 3 Games Design programming modules.
- Open Source Contribution:** Published an **open source** Minecraft mod with 40+ downloads on [Modrinth](https://modrinth.com).
- Team Leadership:** I led some programming for a **published team game project** (Infestation Education) in which has had a successful itch.io release.
- Self-Directed Learning:** I have been able to **build my portfolio** with **40+ personal programming projects** whilst being able to **maintain a strong academic performance**.

INTERESTS

Engaging with the Game Development community through **open-source contributions** and mod development. Actively learning and exploring **emerging game engines** and **programming methodologies**. An enjoyment in **reverse-engineering games systems** to understand design patterns and technical architectures.

PROFESSIONAL SKILLS

Professional Skills:

- Problem-Solving:** Debug complex code issues, iterative approach to technical challenges
- Self-Directed Learning:** Independently expanded programming knowledge through online resources and personal projects
- Attention to Detail:** Write clean, well-documented code following best practices
- Adaptability:** Quickly learn new programming languages and frameworks as required

TECHNICAL SKILLS

Technical Skills:

- Programming Languages:** Java (proficient), HTML/CSS, JavaScript (developing), C# (developing), C++ (developing)
- Game Development:** Unity (intermediate), Unreal Engine 5 (basic), game mechanics, object-oriented design
- 3D Modelling:** Blender, Blockbench
- Development Tools:** Git/Github, Visual Studio, JetBrains IDEs (Such as: IntelliJ Idea, JetBrains Rider)
- Other Tools:** Obsidian (Documentation / Planning), Aseprite (Pixel Art), Figma