Daniel Kennedy

Games Programmer

Contact

Dundee, Scotland
contact@dkennedy.dev
+44 7429644869
dkennedy.dev
linkedin.com/in/danielk1909/

Summary

I am a Games Programmer who has an interest in lower-level games technology such as engine and graphics programming. I have had a keen interest in game development since I was a child and want to take that passion forward into new projects.

I am most familiar with C++, but also have a lot of experience with HLSL, GLSL, Java, C and Python. I have worked with both DirectX 11 and OpenGL in C++, and am proficient in Unreal Engine development.

Education

Abertay University –
BSc (Hons) Computer Games Technology

Lochgilphead Joint Campus

My Work

I have completed many projects individually, as part of my university course or with a small team. Below I have listed some of my recent work, but more examples and details can be found on my website.

Caretaker of Maldearg (2024)
As my honours project, I completed this as part of a team of 9 others including designers, artists and other programmers. I had to solve a range of technical problems on this project and was responsible for performance optimisation. This was also great experience for working in a team alongside others from various disciplines. The itch.io page can be found at:
https://assailancegames.itch.io/caretaker-of-maldearg

Teapot Engine (2022-)
In 2022 I started development of my own 3D game engine, Teapot. It has had several rewrites and overhauls since then, most notably for my Game Engine Development module in 3rd year. I wrote the graphics module with C++ and OpenGL, and developed shaders with GLSL.

Key skills

C++ Programming
Graphics Programming
Game Engine Development
Game Development in Unreal Engine

Other Skills and Hobbies

Outside of game development, I work on a Minecraft server developing plugins using Java. I work as one of the leaders of a small team over the internet and have created dozens of plugins, implementing systems such as Factions and Machines from scratch.

I am also interested in PC hardware and enjoy messing about with computer components, particularly older parts that others may not see a use for.