

# Sebastian Sells

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## About Me

I completed a degree in Computer Games Programming BSc with Hons. Me and my team of friends published our final year game on Steam after exhibiting it at an in person convention and receiving high grades for our work. After university I got a job at Morton Technologies programming simulation software for the MOD using Unity. Since then I have been developing popular web games with Godot and Unity. I've had a deep fascination of games programming from an early age and have made small games on mobile and PC over the years.

You can view my developer portfolio here:  
[sebhsells.wixsite.com/portfolio](https://sebhsells.wixsite.com/portfolio)

## Personal Interests

Recently I have been taking steps to learn the basics of Unreal Engine and Godot to broaden my game development skillset.

I also follow some game developers (individuals and companies) on games they are working on.

Outside of programming, I spend a lot of time playing a variety of different games on PC and Nintendo Switch. On rare occasions I will also work on 2D illustrations too.

## Experience



### Independent Game Development

January 2024 - Present

In my spare time I have been working on my own solo game development projects. Mostly focused on browser games made in either Unity or Godot. These games have won awards and prizes on the websites they were published on. I have also developed a game templates and frameworks as paid commissions for other people. Doing this independent work I try to learn new skills, one of these being a new engine, Godot 4,

#### Some of these games I have made are:

- Wizard & Warrior - Game Jam game that ranked highly among the other submissions
- Wanted! - Collaborative artist game that won awards and prize money for an event



### Junior Unity Developer

March 2024 - September 2024

#### Morton Technologies – Bristol

I worked on training/simulation software for the MOD using Unity. This was my first job after graduating. I was sadly made redundant alongside all other developers after 6 months.

#### Key learnings and achievements:

- Created a 3-dimensional heatmap for visualising data using shaders.
- Worked on implementing 3rd-party libraries for electromagnetic propagation.
- Contributed to an already existing large code base.

## Experience



### Games Programmer - July 2019

#### Blueflame Digital - Salisbury, Wiltshire

I did a short stint of industry experience to learn and understand what working as a developer was like and to gain an understanding of the tools that other programmers use to make games.

#### Key learnings and achievements:

- Dedicated a week to learning how to use Unity without any prior knowledge.
- Was taught several techniques for games programming in Unity (i.e. object pooling)
- Learned what it was like to make games in a work environment.
- Created a mobile game for the company in a short space of time

## Key Skills

- Unity C#
- C++
- Python
- Godot 4

## Education

### Bachelor of Science

#### University of Gloucestershire

#### BSc Hons Degree in Computer Games Programming

#### Key modules:

- Game engine programming
- Game engine scripting
- High/Low level architecture
- Level design
- Games production
- Experimental games
- Programming and mathematics
- Programming algorithms and techniques

### A-Levels

#### The Burgate School and Sixth Form

- Computer Science: A\*
- Maths: A
- Physics: B

### GCSEs

#### Bishop Wordsworth's Grammar School

#### Personal Tutor

Received one-on-one tuition during my time at Bishop Wordsworth's School where I was taught C and other programming basics.

## Accomplishments



I released a web game called "Wanted!". This was a large collaboration where over 150+ online artists contributed pixel art for my game. The game received multiple awards on the website it was published on.



I was part of a team, formed in my time at University, that released a game, BYLE, on Steam. This was also exhibited at the Insomnia i70 Convention 2023.



I won an Academic Progress Award at Burgate Sixth Form.