CURRICULUM VITAE

I am a Junior Full-Stack Developer with a BSc (Hons) Games Design & Development and MA Computer Games: Art and Design, who enjoys building clean, user-friendly applications and learning through real projects. I'm particularly interested in front-end development for the creativity it offers, while also enjoying the problem-solving involved in back-end work. I recently completed a Full-Stack Developer traineeship with IT Career Switch, where I built full-stack applications using JavaScript, PHP and MySQL.

Previously I worked as a Game Engine Specialist at Fire Without Smoke, managing complex game builds and solving technical issues across projects using Unity and Unreal Engine. This experience strengthened my problem-solving skills and ability to work across technical teams. I am continuously developing my skillset and strive to create efficient, user-focused solutions, and I am now seeking opportunities to apply my technical expertise in a development-focused role.

PERSONAL DETAILS

NAME: Kierath Dhugga
RESIDES: Walsall
TRANSPORT: Full UK driving licence and vehicle
RIGHT TO WORK: British Citizen

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CODING TRAINEESHIP

IT Career Switch Ltd
Coding Traineeship – Full Stack Developer
1-year program

During the traineeship, I had to demonstrate a very competent level of the following programming languages and technical skills:

- HTML5, CSS3, JavaScript
- PHP, SQL, MySQL, React, jQuery, C#
- Python, Node.js, Bootstrap, Java, JSON
- Command line Git, GitHub
- Remote API access

ADDITIONAL TECHNOLOGIES:

- Leaflet, PostgreSQL, Perforce

DEVELOPMENT EXPERIENCE:
Below are the two briefs of development projects I completed with IT Career Switch which can be found in my bio: https://kierathdhugga.co.uk/

Portfolio Project #1: "Gazetteer"
Develop a map-based application in HTML, CSS, JavaScript (jQuery) and Bootstrap presenting geographical and demographic data from JSON returned by PHP modules that query third-party APIs such as GeoNames and OpenWeather.

Portfolio Project #2: "Company Directory"
Full project cycle: Formal proposal followed by the development of a company personnel database application using Bootstrap, JavaScript (jQuery), PHP and MySQL. Sign off obtained after demonstrating that all of the required functionality was present and working as intended through the preparation of a formal test script.

CAREER HISTORY:

Aug 2023 – Aug 2025 **Fire Without Smoke**
POSITION HELD: **Junior Engine Specialist**

- Solved complex technical issues and implemented debugging, optimisation, and performance improvements across game builds
- Supported cross-functional teams through technical troubleshooting, asset testing, and integration support
- Used Git and Perforce to manage version control, branching, merging, and deployment processes
- Conducted integration testing, stability testing, and quality checks for client game builds
- Delivered cross-departmental technical support, streamlining workflows and implementing solutions tailored to unique projects
- Authored comprehensive internal documentation to standardise procedures, facilitate knowledge transfer, and improve team productivity
- Applied strong analytical and problem-solving skills to resolve blockers under time constraints

Jul 2022 – Nov 2022 **Keenworld**
POSITION HELD: **3D Generalist**

- Designed 2D and 3D environments for a gaming and Metaverse marketing platform
- Contributed to rendering optimisation, engine stability, and technical workflows
- Contributed to Metaverse research, exploring new technologies and interaction methods to advance immersive experiences
- Created high-quality 3D assets and integrated them into rendering pipelines

Nov 2021 – Sep 2022 **TK Maxx**
POSITION HELD: **Sales Associate**

- Awarded “Associate of the Month” (March 2022) for approachability and supportiveness
- Collaborated with colleagues to ensure smooth shop floor operations
- Delivered excellent customer service, handling transactions and resolving complaints efficiently
- Contributed to process improvements through cross-level staff collaboration

EDUCATION:

2020 – 2021 **Goldsmiths, University of London**
MA Computer Games: Art and Design (Distinction)

2017 – 2020 **Manchester Metropolitan University**
BSc (Hons) Games Design & Development (First Class)