Reece Tarrant

Contact
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C# developer with 3 years of full-stack experience building bespoke data capture systems for clinical trials, skilled in C++, C#, TypeScript, and object-oriented design. I thrive in collaborative, agile environments, taking ownership of projects and applying my passion for software to deliver high-quality, scalable solutions that meet complex user needs. Beyond my professional work, I refine my skills through personal projects—such as creating games in Unreal Engine 5 and Unity—demonstrating technical depth, creative problem-solving, and a continual drive for growth and innovation.

Technical Skills

Programming Languages: C++, C#, Python, Java, JavaScript, TypeScript, R, HTML, JSON, SQL, ASP.NET, OpenGL
Frameworks & Libraries: .NET, MVC, React, WinForms, RESTful API
Game Development: Unity, Unreal Engine 5
Tools & Platforms: Git, GitHub, Azure, Microsoft SQL Server, JIRA, SourceTree, Trello, Visual Studio
Development Practices: Object-Oriented Programming (OOP), Agile, Kanban, Debugging, Problem-Solving

Soft Skills: Team Collaboration, Project Management, Communication, Analytical Thinking

Work History

Peninsula Clinical Trials Unit – Junior Developer (07/2022 - Present)
- Assisted in the development of bespoke data capture systems, using Angular, HTML, and CSS for frontend development whilst using MSSQL for backend development.
- Deployed new builds of data capture systems to test and live environments using CI/CD tools such as Azure DevOps
- Implemented functionality to load/save files related to group sessions for a study using Azure Blob Storage.
- Led validation upgrades to statistical scripting tools, significantly improving runtime reliability.
- Took ownership of documentation, cross-team mentorship, and process improvements, such as assisting other teams with using JIRA and conducting research to assist the CTU with coming up with an initial policy concerning AI usage.

PolyFruit Studios – (08/2020 - 12/2020) (Contract)

Gameplay Programmer (10/2020 - 12/2020)

- Implemented new gameplay features in Unity using C# as part of a small agile team.
- Refactored core movement system to decouple from Unity physics, improving consistency across networked and local play.
- Participated in QA and sprint planning, contributing to cross-functional collaboration and debugging.

QA Tester (08/2020 - 10/2020)
- Testing and reviewing new builds of the game.
- Providing feedback to the programming team.

Education

University of Plymouth / BSc (Hons) Computing & Games Development - **Upper Second Class Honours (2:1)/GPA 3.9**
09/2019 – 07/2022
- Studied software architecture, OOP, design patterns, and immersive tech.
- Relevant modules: Software Engineering; Programme Introduction & Development workshops; Object-oriented software engineering with Design Patterns; Computing Group Project; Game Development; Computing Project; Team Enterprise; Games Graphics Pipelines; Immersive Game Technologies.
- Used Unity/C# to develop projects such as a top-down 2D zombie shooter, a 2D sniper game, a 3D dungeon crawler game, and a 3D first-person action RPG prototype.

South Devon College/ BTEC Extended Diploma in Computing - **Triple Distinction***
09/2017 – 06/2019
- Designed and built a prototype CRPG inspired by *Pillars of Eternity* in Unity.

Additional certifications
Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games (Udemy), 2024

Key Projects
Dungeon Delve (Unreal Engine 5)
- Created a 3D first-person dungeon crawler for a game jam.
- Engineered modular combat logic.
- Focused on performance tuning, system architecture, and responsive controls.

Castle Keep Courier (Unity)
- Built a 3D first-person game under a 72-hour deadline.
- Designed a randomized delivery quest system with integrated castle health logic.
- Prioritized rapid iteration, clean architecture, and cross-functional teamwork.

References
Matthew Bailey - Senior Developer, Line Manager at PenCTU (07/2022-03/2024)
Mobile no: 07852 362452

Brian Wainman - Data Manager, Line Manager at PenCTU (03/2024-08/2025)
Mobile no: 07526 869115