

# BEN ANGUS

## Web/Digital Developer

+447904671514

Essex, UK

@ benangus70@gmail.com

<https://www.linkedin.com/in/ben-angus/>

## SUMMARY

9 years of professional development experience with a specialisation in Unity and front end, and a broader stack that covers whatever a problem requires. Known for taking on technical challenges that don't have an existing solution and delivering them end-to-end with full creative and technical ownership from invention to live deployment.

## EXPERIENCE

### Web/Digital Developer

#### Stagestruck

04/2021 - Present Anstey, Buntingford

- Lead developer on a diverse range of bespoke projects, owning the full lifecycle from conception through to live deployment
- Specialised in Unity and front end development, delivering high-impact interactive experiences and installations for blue-chip clients seen by hundreds of thousands of people
- Architected and developed the company's custom audience engagement platform, driving its evolution across multiple live events and client installations
- Pioneered R&D initiatives introducing novel technologies to the company's offering, including IoT solutions, tangible object recognition, and real-time interactive systems
- Operated as the sole technical authority on projects end-to-end, from scoping and invention through to client delivery, with full creative and technical ownership at every stage

### Full Stack Web Developer

#### FSE Digital

05/2018 - 04/2021 Chelmsford, Essex

- Led a team of web developers delivering client websites at pace across a range of CMS platforms and frameworks
- Developed countless new websites from scratch using a variety of CMS and frameworks, including designing user interface and experience flow
- Rapidly diagnosed and resolved technical issues to maximise client uptime and lead generation

## SKILLS

### Hard Skills

Unity	C#	HTML	CSS	JavaScript	TypeScript	React
Node.js	Python	WebSockets	Hardware Integration			
Full Stack Development	Real-Time Systems					

### Soft Skills

Creative Ideation	Problem Solving	Technical Leadership
Project Ownership	Rapid Issue Resolution	

## PROJECTS

### M&S - Colin's Decorative Stroll

04/2026 - 05/2026

- Sole inventor and developer of the video game debut of one of Britain's most beloved retail icons, commissioned by Marks & Spencer
- Conceived a shooter game starring Colin the Caterpillar – an audacious creative swing that secured full client buy-in on the strength of the vision alone
- Built entirely in Unity, from game design and mechanics through to live event deployment, with full creative and technical ownership throughout

### Miro - Miro Maze Runner

02/2026 - 02/2026

- Designed and delivered a bespoke arcade experience for ProductCon London, recreating Miro's core product as a playable maze game
- Visually faithful to Miro's actual interface, creating an immediate moment of recognition that stopped attendees in their tracks
- A competitive leaderboard drove repeat engagement throughout the event, with hundreds of attendees playing across the day

### Redacted - Scavenger Hunt

06/2024 - 06/2024

- Designed and developed a GPS-based scavenger hunt app for a corporate summer party, built in React with separate user and admin interfaces
- Implemented Haversine-based positioning logic in a custom Node.js middleware, achieving geolocation precision competitive with dedicated commercial suppliers
- Teams navigated live hotspots across London, unlocking location-triggered challenges and quiz questions in real time
- Received the response "the best activity in 40 years of company parties"

## EDUCATION

### Computer Game Development (Software Development)

University of East London

09/2017 - 08/2020 London, UK