

Ben Angus.

Web / Digital Developer · 9 years shipping

// LOCATION
ESSEX, UK
// STATUS
■ AVAILABLE

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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.

STACK

- Unity
- C#
- HTML
- CSS
- JavaScript
- TypeScript
- React
- Node.js
- Python
- WebSockets

DOMAINS **Full-stack · real-time · hardware integration**

STRENGTHS

- Creative ideation
- Problem solving
- Technical leadership
- Project ownership
- Rapid issue resolution

EDUCATION

BSc Computer Game Development

University of East London
2017 - 2020 · LONDON, UK

EXPERIENCE

2 ROLES

■ Web / Digital Developer 04/2021 - PRESENT Stagestruck · Anstey, Buntingford

- ↳ Lead developer on a diverse range of bespoke projects, owning the full lifecycle from conception to live deployment.
- ↳ **Architected** the company's custom audience engagement platform, driving its evolution across multiple live events and client installations.
- ↳ **Pioneered R&D** initiatives introducing novel technologies - IoT solutions, tangible object recognition, and real-time interactive systems.
- ↳ Operated as the sole technical authority on projects end-to-end - scoping, invention, and delivery, with full creative and technical ownership.

Full-Stack Web Developer 05/2018 - 04/2021 FSE Digital · Chelmsford, Essex

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

SELECTED PROJECTS

3 OF MANY

M&S · **Colin's Decorative Stroll** 2026

Sole inventor and developer of the video-game debut of one of Britain's most beloved retail icons - a Colin the Caterpillar shooter, commissioned by Marks & Spencer. Built end-to-end in Unity.

MIRO · **Miro Maze Runner** 2026

Bespoke arcade experience for ProductCon London - Miro's core product reimaged as a playable maze game, visually faithful to the real interface. Competitive leaderboard drove repeat engagement; hundreds of attendees played across the day.

REDACTED · **Scavenger Hunt** 2024

GPS-based scavenger hunt app for a corporate summer party, React with separate user and admin interfaces. Custom Haversine middleware achieved geolocation precision competitive with dedicated commercial suppliers. Quote: 'the best activity in 40 years of company parties.'