

MEET DAN HIND PROGRAMMER AT REBELLION

It's very rewarding to see games you've worked on being played by others.



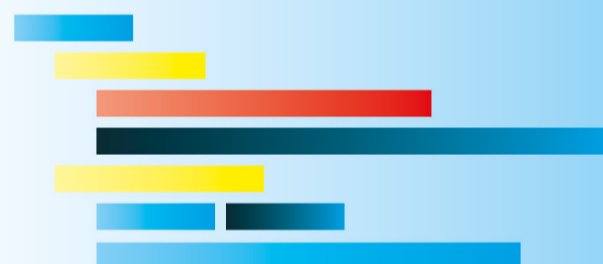
My workload is varied and involves bug fixing, implementing gameplay features and code reviews. I spend my time writing C++ code and then thoroughly testing it.

GOOD COMMUNICATION SKILLS ARE IMPORTANT.



If you're able to clearly discuss your work with others and liaise with other departments effectively then you'll benefit greatly.

I'M REALLY HAPPY IN MY JOB.



I'd definitely like to keep improving myself and pushing for more opportunities – who knows what the future will bring?

SOME TASKS REQUIRE A LOT OF BRAIN POWER TO RESOLVE.



Obscure bugs are a particular challenge. You can spend days trying to track down the cause of an issue before you even attempt to fix it.

STUDIED COMPUTER GAMES TECHNOLOGY AT UNIVERSITY

HOW DAN GOT HERE.

TOOK A YEAR OUT TO DO A ONE-YEAR CODE INTERNSHIP AT REBELLION

CONTINUED TO WORK PART-TIME AS A JUNIOR PROGRAMMER WHILE STUDYING

RETURNED TO REBELLION AFTER GRADUATION

PROMOTED TO CURRENT ROLE AS MID-LEVEL PROGRAMMER

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