KIERATH DHUGGA

Junior Developer

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Profile

Junior Developer who builds web apps and tools in JavaScript, React, PHP and MySQL, backed by two years at a games trailer studio setting up, testing and maintaining more than 50 Unity and Unreal Engine builds for AAA clients. Completed a one-year full-stack developer traineeship. First-class BSc and distinction MA in Games Design. British citizen, immediately available.

Skills

Languages: JavaScript, HTML5 & CSS3, PHP, SQL, MySQL & PostgreSQL, C# (basic), PowerShell (basic)

Frameworks & Tools: React & jQuery, Node.js & Express, Bootstrap, REST APIs & JSON, Git & GitHub, Perforce, Unity, Unreal Engine, Figma, AI-assisted development (Claude Code)

Core Strengths: Full-Stack Development, Debugging & Troubleshooting, Build Setup & Testing, Workflow Automation, Technical Documentation, Working with Clients

Experience

Full-Stack Developer Traineeship | IT Career Switch

Full-Stack Web Development | Mar 2025 – Mar 2026

Built and deployed full-stack web applications from formal proposal through to delivery and sign-off.

- Built responsive front-end interfaces using HTML5, CSS3, JavaScript, jQuery, React and Bootstrap.
- Developed back-end functionality and data layers with PHP, Node.js, SQL, MySQL and PostgreSQL, integrating third-party REST APIs via JSON.

Junior Engine Specialist | Fire Without Smoke

Games Marketing & IT | Aug 2023 – Aug 2025

Kept Unity and Unreal Engine builds stable for a games trailer studio with AAA clients including Ubisoft.

- Set up, maintained and stability-tested 50+ game builds (4–6 a week), debugging issues before they reached the team.
- On one client project, wrote a batch script that installed each new build on colleagues' PCs during the Thursday stand-up, so it was ready when the team returned.
- Trialled each setup on my own PC, documented every bug and fix, and wrote setup guides filed per client so repeat builds were faster.
- Set up and configured PCs and GPUs for colleagues, up to 10 machines per multiplayer project, matching builds to suitable hardware and configuring segmented VLANs for client security.
- Used Git and Perforce for version control, and reported bugs directly to clients by email and Slack.

3D Generalist | Keenworld

Gaming & Metaverse | Jul 2022 – Nov 2022

- Designed 2D and 3D environments and assets for a gaming and Metaverse platform, and researched emerging Metaverse tech.
- Implemented basic C# scripting in Unity to integrate assets into rendering pipelines.

Sales Associate | TK Maxx

Retail | Nov 2021 – Sep 2022

- Customer service and complaint handling, awarded "Associate of the Month" (March 2022) for approachability.

Projects

Build Butler

Build tracking & deployment tool | Personal project

Live demo: https://kierathdhugga.com/buildbutler | Code: https://github.com/kierath/buildbutler

- Web tool for tracking game builds and deploying them to test PCs, with a status board showing each machine's current build. Built with React, Node.js/Express, PostgreSQL and PowerShell, using Claude Code.

Gazetteer

Map-based web app | IT Career Switch traineeship

Live demo: https://kierathdhugga.com/project1/ | Code: https://github.com/kierath/kierathDhugga/tree/main/project1

- Built with JavaScript, PHP, Leaflet.js, jQuery and Bootstrap, combining 5 third-party APIs, including GeoNames and OpenWeather, to show weather, news, Wikipedia summaries, points of interest and currency conversion.

Company Directory

Personnel database CRUD app | IT Career Switch traineeship

Live demo: https://kierathdhugga.com/project2/ | Code: https://github.com/kierath/kierathDhugga/tree/main/project2

- Built with JavaScript, PHP, MySQL and jQuery, with search and full database integration, taken from proposal to sign-off.

Education

Full-Stack Developer Traineeship, IT Career Switch, 2026

MA Computer Games: Art & Design, Goldsmiths, University of London (Distinction), 2021

BSc (Hons) Games Design & Development, Manchester Metropolitan University (First Class), 2020