# Alexander Hillman

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## Personal statement

Having graduated in BSc (Hons) Games Technology and currently studying MSc Commercial Games Development at the University of the West of England – Bristol, I have roughly 4 years of experience with Unity and Unreal Engine. Whilst I have less experience with the Unreal Engine, I have made that for it with creating games with DirectX11 and a custom framework created by a UWE Games lecturer. When participating in group projects, I often enjoy taking some form of leadership role to help team members work together cohesively. Because I mainly play on games consoles, I often like to implement gamepad support alongside keyboard and mouse.

## Technical Skills

- **Unreal Engine:** Blueprints
- **Unity:** 2D, 3D
- **Languages:** C++, C#, Python, HTML5
- **Version Control:** Git (Gitkraken, Git Bash)
- **Other Software:** Visual Studio 2019, Blender
- **Project Management:** Git Issues, Trello, Slack

## Work Experience

Summer Intern Programmer, Pretty Digital. Remote
*(July 2022 – Present)*

- Ported a PC version of a pre-existing Unity game to touchscreen devices
- Worked with an existing codebase to implement additional features and bug fix
- Communicated with the client to discuss design features and fulfil a brief
- Aided in preparing for release on IOS and Android platforms

# Education

## University of the West of England Bristol
*(2022– Present)*

MSc. Commercial Games Development

- Furthered understanding and skills in working with games engines (Unity, Unreal)
- Developing games for a range of platforms (PC, Oculus Quest 2)
- Experienced working within a simulated professional working environment
- Improved communication with team members of different skill levels/roles and external clients

Notable Modules – Commercial Games Studio, Games Research and Development, Creative Technology Dissertation (not yet undertaken)

## University of the West of England Bristol
*(2019– 2022)*

**2:1** BSc. (Honours) Games Technology

- Dissertation project: Tile-based procedural generation of cityscapes using WaveFunctionCollapse
- Developed programming skills for a range of game engines (Unity, Unreal) and languages
- Hands-on experience with PlayStation 4 development kit
- Took part in multiple game jams
- Worked with teams of varying sizes (5 - 30 people) and lead when necessary
- Understanding of the game development process, prototyping and system design

Notable Modules – Comprehensive Creative Technologies Project, Advanced Technologies, Commercial Games Development, Artificial Intelligence for Creative Technologies

## Midsomer Norton Sixth Form
*(2017– 2019)*

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|---|---|
| Information Technology | – Distinction |
| Extended Project | – A |
| Global Perspectives & Independent Research | – Merit One |
| History | – Merit One |

## Norton Hill School
*(2012- 2017)*

9 GCSEs, including Maths (7) and English (6 & 8)

## Hobbies & Interests

On the programming side of games, I have recently found an interest in networking and mobile development, especially touchscreen interaction. As part of a team, I also enjoy participating in game jams such as the yearly Global Game Jam and most recently attempting the 2022 GMTK Game Jam.

I have recently re-experienced Assassin's Creed Origins after playing a previous title in the series and remembering how much fun and intuitive the parkour systems in these games are. I have also been playing lots of Deep Rock Galactic as it has captivated me with its interesting mechanics and fun gameplay loop.  In addition to playing video games in my spare time, I also attend Bristol Unity and Unreal Developers meetups as often as possible to gain valuable insight and to network with others.

## References

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| Mr Andy King | Dr. Constance Fleuriot |
| Associate Professor -Technology & Innovation | Indie Game developer |
| University of the West of England | |
| | Pretty Digital ltd. |
| University of the West of England<br>Frenchay Campus<br>Coldharbour Lane<br>Bristol<br>BS16 1QY<br>United Kingdom | 22 Ashton Gate Terrace<br>Ashton Gate<br>Bristol<br>BS3 1TA<br>United Kingdom |
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| Andy.King@uwe.ac.uk | Info@prettydigital.co.uk |
| Relationship: Module leader and university Lecturer | Relationship: Internship with Pretty Digital developing touchscreen version of Wonzie World IP and additional programming |