

ALEX BLOOR

DEVELOPER

CONTACT

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[AlexBloor01.Github.io](https://github.com/AlexBloor01)



EDUCATION

Computer Games Design / First BSc
University of Gloucestershire
2016 - 2020

IT BTec / Triple Distinction
Central Bedfordshire College
2014 - 2016

GCSE / Seven A* - C
St. Georges School, Harpenden
2009 - 2014

Expertise

Game Development: Procedural Generation, Pathfinding, API Integration

Tools & Platforms: Unity, Web Development (HTML/CSS, JavaScript)

Programming Languages: C#, HTML/CSS, JavaScript

Technical Skills: Design Patterns, Modular Programming, Code Optimisation

Project Management: Full life cycle Management, Multi-Project Coordination

3D Design and Modelling: 3D Asset Creation, Texturing, Animation

Client Interaction: Building Client Relationships, Customer Support

OTHER ROLES

Junior Marketer
Amplitude Clinical Outcomes
September 2021 - March 2021

Studio Manager
Code Ninjas
May 2021 - July 2021

School Activity Staff Member
Gloucestershire College
May 2019 - August 2019

PROFILE

A highly motivated and self-taught developer with a degree in Computer Games Design from the University of Gloucestershire. Over the past year I have independently developed and released multiple games across various platforms, honing my skills in programming, game design, and web development. My hands-on experience includes mastering technologies such as C#, Unity, HTML/CSS, and JavaScript, with a strong focus on design patterns, modularity, and efficient code. Through these projects, I have demonstrated an ability to rapidly learn and apply new technologies, solve complex problems, and deliver high-quality products. I am now seeking opportunities in software or web development to further deepen my programming expertise in a more structured environment.

PROFESSIONAL EXPERIENCE

Independent Game Developer
Ferret Studios, Bristol / March 2023 - Current

Outline

A self-driven and passionate Independent Game Developer with over a year of hands-on experience in designing, developing, and releasing multiple games across various platforms, including mobile and web. Demonstrated expertise in game development areas such as procedural generation, path-finding, and API integration. Continuously expanding technical skills by mastering C#, Unity, HTML/CSS, and JavaScript while building a diverse portfolio of games. Currently growing my understand of programming through usage of design patterns with emphasis on modularity and efficient code.

Key Responsibilities

- Game & Web Development: Managed the full life cycle of game development, from concept to release, across mobile and web platforms like itch.io, including the creation of 3D assets and environments. Developed a supporting website using HTML, CSS, and JavaScript.
- Technical & Skill Development: Continuously learned and applied new technologies and industry trends to enhance game quality, including advanced techniques like procedural generation, path-finding, and 3D modelling.
- Project & Problem Management: Simultaneously managed multiple projects, meeting deadlines and solving complex design challenges, including integrating 3D elements, to deliver high-quality games.

Key Achievements

- Released seven games across mobile and web platforms, including itch.io, with two more in development.
- Mastered and applied advanced techniques like procedural generation, path-finding, and design patterns in game development.
- Expanded skills in C#, Unity, HTML/CSS, and JavaScript, creating a website to support and promote games.
- Actively engaged in industry events to enhance knowledge, network, and stay updated on trends.

Inbound Caravan Insurance Sales Representative
Towergate Insurance, Cheltenham / May 2022 - January 2023

Outline

As an Inbound Caravan Insurance Sales Representative, I managed inbound calls, provided detailed policy information, and guided customers through the purchase process. I consistently met monthly sales targets while delivering high-quality customer service and meeting quality assurance standards. This role honed my understanding of insurance products, effective communication, time management, and teamwork while under pressure to achieve sales goals.

Key Responsibilities

- Consistently met or exceeded monthly sales targets.
- Maintained an average quality assurance score above 80% and a 4.5-star customer rating.
- Managed inbound calls on Towergate's main line for Caravan insurance.

Key Achievements

- Achieved an 87% average quality assurance score and a 4.7-star customer service rating.
- After an initial three-month period, consistently passed quality assurance checks and met sales targets throughout my tenure.
- Successfully trained in three products: Leisure Home, Park Home, and Touring Caravan insurance.