# CHARLIE MASON

## Undergraduate Gameplay Programmer

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## SUMMARY

I'm an undergraduate with key skills in Unreal Engine and C++ soon to graduate in 2023. I'm particularly interested in games design especially focused on gameplay engineering, I enjoy learning how to create new game mechanics and systems that add to the player's experience.

## WORK EXPERIENCE

### Web Designer, Web Developer

📅 01/2023 - Present  📍 Remote

Building a website portfolio to present myself and projects
- Created the different pages using HTML
- Developed the pages with CSS to improve the visual aspects
- Small Javascript implentation for loading screen between pages

### Gameplay Tester & Recorder Freelancing

**Axia Labs, Upwork**

📅 11/2022 - 02/2023  📍 Remote

Online media videography company
- Recorded high quality gameplay from battle simulator games consisting of (Ultimate Epic Battle Simulator 2, TABS, Overgrown, Insurgency: Sandstorm)

### Live Streamer, Content Creator

**Twitch**

📅 06/2020 - 02/2023  📍 Remote

Created professional live streams each week to an audience online. Edited and published videos to follow these live streams
- Presented live streams multiple times a week, consisting of gameplay with commentary
- Built a community through social media with posts in different gaming communities and community servers
- Organised channel events with rewards through the community
- Weekly video uploads with edited gameplay and commentary

## EDUCATION

### BSc Games Development

**Norwich University of the Arts**

📅 09/2020 - Present  📍 Norwich, United Kingdom

### UAL Level 3 Extended Diploma in Games Design & Animation

**Chelmsford College**

📅 09/2018 - 06/2020  📍 Chelmsford, United Kingdom

### UAL Level 2 Diploma in creative media production and technology

**Chelmsford College**

📅 09/2017 - 06/2018  📍 Chelmsford, United Kingdom

## SKILLS

Python  Blender  HTML
Microsoft Office Suite  Unity  C++
Java  C#  Unreal Engine 4/5  Git
CSS  Photoshop  Premiere Pro
After Effects

## STRENGTHS

**Flexibility**
Commited to new projects or helping others work to complete tasks efficiently.Whether it's remote or in an office environment.

**Results Driven**
Devoted to the key goals, delivering workloads with excellent quality and within time contrains.

**Enthusiastic Learner**
Enthusiastic to learn new coding languages or methods of improving performance, always seeking to improve myself.

## ACHIEVEMENTS

**Released Game**
Produced and published my own game over the last 4 months of my university course, frequently updating it with new content, the game has received praise by players.

**My Personal Website!**
Developed and created my first website using HTML and CSS, frequently updating.

**Professional Pitch**
Participated with other students to develop a basic game and pitch presentation for a games studio within a short deadline. This was well received by the company, they advised we would get funding for this.