

# Charles Mason

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## Personal statement

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I'm an Aspiring Games Developer with skills in Unreal Engine and C++. I would like to work with technology to build upon my keen interest and start my career. I'm particularly interested in Games Design and current media in films and tv shows, I enjoy learning how to create new game mechanics and systems that add to the player's experience.

## Key Skills

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- Great Understanding of C++, Python, HTML and integration within game engines
- Proficient in Premiere Pro, After Effects, Photoshop, Git, Construct, Blender, Unreal Engine and Unity
- Ability to take the initiative and work well under pressure and in groups of people, ensuring strict deadlines are met
- Well-experienced in website building and hosting
- Flexibility, whilst maintaining enthusiasm and commitment to each project
- Proficiency in Microsoft Office, including Excel, Word and PowerPoint
- Demonstrated ability to create professional videos and live streams with excellent visual and audio standards

## Education

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- 5 GCSE's Including Maths & English
- UAL Level 2 Diploma in creative media production and technology - Merit (2017)
- UAL Level 3 Extended Diploma in Games Design & Animation - Distinction (2019)
- BSc Games Development - First Honours (2021)
- BSc Games Development - Upper Second Honours (2022)

## Work Experience

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- Manor House, Manor Design Kitchen Fittings based in Basildon - 1 Week
- Website creation & setup for Ignis (Cleaning & Support Services) - 3 Weeks
- Website creation & setup for 11 Tarleton (Holiday Home) - 3 Weeks
- Professional Live Streamer/Content Creator - 2 Years, 4 Months
- Multiple Global Game Jams, creating video games in a team over a set time frame

## Recent Project Experience

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**2022. Role:** Games Designer, Physics Programmer. **Languages:** C++, Blueprint

**Misc:** Third person sci-fi space game where the player controls a cat floating around in space that can shoot robots with lasers. This was made for the global games Jam 2021 in two days between 3 people, I was focused on the movement of the character and fixing bugs between blueprint and code.