Charles Mason

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Personal statement

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.

Key Skills

- Understanding in C++, C#, Python, HTML, CSS and Java
- Proficient in Unreal Engine, Unity, Git, Construct and Blender
- 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

- BSc Games Development - Upper Second Honours (2022)
- BSc Games Development - First Honours (2021)
- UAL Level 3 Extended Diploma in Games Design & Animation - Distinction (2019)
- UAL Level 2 Diploma in creative media production and technology - Merit (2018)

Work/Game Jam Experience

- Manor House, Cad Designing, Kitchen Fittings - 1 Week
- Website creation (Cleaning & Support Services) - 3 Weeks
- Website creation (Holiday Rental) - 3 Weeks
- Professional Live Streamer/Content Creator - 2 Years, 4 Months
- Multiple Global Game Jams, Creation of Video Games
- Freelancing in Recording Gameplay Footage – 2 Months

Recent Project Experience

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 the blueprint and code.