

# Charles Mason

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## Personal statement

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I am 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. Im 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 using OBS to create professional videos and livestreams with excellent visual and audio standards

## Education

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### University:

- BSc Games Development–First Honours (2021)
- BSc Games Development-Upper Second Honours (2022)

### College:

- UAL Level 2 Diploma in creative media production and technology-Pass (2017)
- UAL Level 3 Extended Diploma in Games Design & Animation-Distinction (2019)

## Work Experience

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- Manor House, Manor Design Kitchen Fittings based in Basildon (1 Week)
- Professional Live Streamer/Content Creator (1 Year)

## 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.