

CONNOR KING

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PROFILE

I am a self-motivated, enthusiastic games technology student at University of West England. I have a passion for playing and making games and love to learn! I have been coding since I was 15 years old, making mods for games and have been keen to expand and improve my skills since.



SKILLS/TRAITS

- Self-motivated
- Punctual
- Work well under pressure
- Adaptable and fast learner, keen to learn and improve skills.
- Excellent problem-solving abilities
- Great numeracy abilities
- Good communication skills
- Honest employee
- Advanced **C++** skills learned in university through the low-level programming assignments.
- Good **DirectX** knowledge used to create collision systems and an open world.
- Experience of development using **VR** through university to make a project.
- Great **C#** skills learnt in university through using the Unity game engine.
- Advanced **Unity** skills demonstrated many times in university getting a high scoring grade by creating player controllers, basic enemy AI, camera functions and more.
- Good **Unreal Engine** skill as demonstrated on portfolio by creating an easily expandable conversation tree system.
- Good knowledge of **GML** which I used for a personal project before going to university
- Experienced user of **Git Hub**, using it to store and develop many projects.
- Moderate knowledge of **Lua**, developed by creating mod for the game *Don't Starve*.
- Good knowledge of **Photoshop**. Used many times to create 2D art.
- Experience in using **Python** and **TensorFlow** to create an autonomous car within Unity.



EDUCATION

Cambridge TEC Extended Diploma in ICT Level 3 (Distinction* Distinction Distinction) | Coleg Ceredigion

2014 – 2016

During this course, I learnt a lot of general ICT skills as well as some specialized skills including use of CSS, ActionScript and multiple Adobe tools.

Games Technology – BSc (Hons) 2:1 | University of West England

2016 – 2019

During this course I learnt most of the technical skills I now possess. I spent most of the time developing games in Unity but had also branched out to use Unreal Engine and made applications in DirectX and C++.

Commercial Games Development – MSc | University of West England

2019 – CURRENT

This is my current course of study and I will be finishing in November having completed the remainder of my dissertation over the summer. This course has taught me a lot in terms of turning a small group project into a more commercially viable product.



EXPERIENCE

Freelance Developer Work | Fiverr

During my time at university I worked with many different clients on various game or coding related jobs. Through Fiverr I found many interesting opportunities and learnt a lot about working and communicating with clients.



LANGUAGES

English | First Language

Welsh | Intermediate

I was brought up in a welsh speaking secondary school and a bilingual college.



INTERESTS

Gaming

Gaming has been a passion of mine since a very young age, I love to play all games, board games, card games and video games. Magic the Gathering, Rocket League and Dungeons and Dragons are some of my favourites.

Sport

I am a very active person. Playing squash, skateboarding and bike riding have kept me busy in the nice weather.

Electronics (Arduino)

Using Arduino is hobby of mine, love the idea of coding in the physical world.

Game Jams

I really enjoy participating in game jams. I have participated in Global Game Jam 2017, 2019 and 2020. In the 2019 GGJ my team came first in the on-site competition at The Foundry. One of the biggest jam sites in the UK. I have also taken part in the Brains Eden game jam, representing my university.