

Connor Aitken

Game Designer

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EDUCATION

Abertay University, Dundee

2016 – 2020: **Game Design & Production**

Awarded a Bachelor of Art

Modules included:

- Gameplay and Narrative Design
- Game Mechanics and System Design
- Analytics and Data-Driven Game Design
- Game Design Practice

Completed a Professional Project where a Mobile Game was designed and developed for Abertay Mental Health & Nursing Students to aid their studies.

West Lothian College, Livingston

2015 – 2016: **HND Interactive Media**

Higher National Unit awards include User Interface Design, Developing Mobile Web Based Applications.

2014 – 2015: **HNC Digital Media Computing**

National Unit awards include Games Interface Design, Digital Games Design.

Deans Community High School, Livingston

2008 – 2014

Intermediate 2 awards include English, Maths, Graphic Communication.
Higher National Units include Computer Hardware: Installation and Maintenance.

WORK EXPERIENCE

Junior Game Designer

- **HairyHeartGames** (Nov 2021 – Present)

As Junior Game Designer, I was responsible for modifying and creating tracks and environments for our games. This involved using Unity 3D to decorate levels with props, place track sections, add power ups and collectables, and any other environmental details. Tracks needed to be thoroughly playtested, and on occasion needed several revisions. I would also help in other tasks where appropriate – these included playtesting, collecting screenshots and videos for marketing, some elements of community management, UI Design, some basic 3D modeling and coding.

Seasonal Store Assistant

- **HMV** (Oct 2017 – Dec 2017 & Nov 2018 – Dec 2018)

PROFILE

I've had a love for video games for as long as I can remember and ever since learning about the games industry I have been passionate about designing and creating games that bring enjoyment to others. I also enjoy creating digital art and video editing for a variety of genres.

As a recent graduate from Abertay University, I am eager to make my first steps into the industry to learn new things as well as bring my own creativity to the table.

STRENGTHS

Determination
Punctual
Time Management
Team Work
Independent
Adaptive

SKILLS

Motivated
Creative
Detail Oriented
Prototyping
Design Documentation

TOOLS

After Effects
Photoshop
Unity
Blender

INTERESTS

Watching Movies
Playing Video Games
Video Editing

- **That's Entertainment** (Nov 2016 - Dec 2016)
- **Game** (Oct 2015 - Jan 2016)

While these are different companies, the jobs performed were similar. This included:

- Serving customers at the tills while handling Cash and Card payments.
- Assisting customers by meeting their needs and ensuring they left the store satisfied.
- Keeping the store clean and presentable by ensuring products / merchandise were in correct locations.