Mike Donovan

Game Production Undergraduate

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Self-motivated and proactive professional with experience in game development, system development and prototyping. Proven ability to work independently and to established processes, with creative problem-solving abilities. Looking for opportunities within the game development industry to progress a design career.

Hard Skills

- **Game Design Documents**
- **Unreal Engine 5**
- **Blueprint Scripting**
- **System Design & Prototyping**
- **CSV Data Tables**
- **Level Design**
- **Hard Surface Modelling:** Maya, ZBrush
- **Texturing:** Substance Painter, Quixel Mixer

Soft Skills

- **Customer Service**
- **Teamwork**
- **Presentation**
- **Problem Solving**
- **Version Control**

Other

- **CompTIA A+ IT Support Trained**
- **Basic Unity C#**

Education:

- **BSc (Hons) Games Production**, Nottingham Trent University, 2024
- **Electrical and Mechanical Aircraft Maintenance**, Defence College of Aeronautical Engineering
- **Graphic Design, Computing, Algebra, Psychology**, Queen Mary's College

Employment History:

- **Customer Services Advisor (Operations)**, Anglian Water Services, 2021 – 2022
- **Aircraft Weapon Technician (Typhoon)**, Royal Air Force, 2018 – 2021
- **Bomb Disposal Technician**, Royal Air Force, 2013-2018
- **Aircraft Weapon Technician (Chinook)**, Royal Air Force, 2011 – 2013

References:

Available on request