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# George Wall

As a dynamic computer programming graduate with a passion for innovation, I bring a strong foundation in Java, C#, and Python and proficiency in Unity and Unreal game engines. My hands-on experience includes developing small games and creating animated short films, showcasing my ability to apply theoretical knowledge to real-world scenarios. Adaptable and committed to excellence, I have honed diverse skills through varied roles and am eager to contribute to the success of a forward-thinking company. With a knack for problem-solving, effective communication, and team collaboration, I am a quick learner and a versatile asset to any team.

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## Professional Experience.

SEPTEMBER 2022—PRESENT

### **Megafauna - Cook**

MARCH 2021 –SEPTEMBER 2021

### **Nandos - Front of House/Back of House**

JULY 2018 – DECEMBER 2020

### **Osmo/GBBB - Hair Model**

AUGUST 2017 – DECEMBER 2017

### **Peaky Blinders Bar - Front of House**

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## Skills & Certificates

- **Unity Certified Associate:** Associate Game Developer Certificate supplied by Unity
- **Technical Familiarity:** Bachelor's Degree-level knowledge of languages such as C#, Python, HTML , CSS and Javascript through continuous self-learning and Univerity Modules with a Linkedin Certificate in Responsive Layouts.
- **Game Engines:** Gained practical experience in setting up and refining projects in both Unity and Unreal, with a focus on both Game projects and Short Real Time Animations
- **Analytical & Problem-Solving:** Proven analytical and problem-solving skills, evidenced by the ability to understand and modify code structures and to troubleshoot and resolve issues effectively.
- **Research & Application:** Demonstrated ability to research and apply learned knowledge effectively in various technology domains, leveraging online resources and community discussions to solve problems and implement solutions.
- **Soft Skills:** Strong communication, relationship-building, and analytical thinking skills developed through varied professional experiences in customer-facing roles and collaborations.

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## Other Experience

## Personal Initiatives & Collaborations

- Modelled, Textured , Rigged and Animated a short animated film with PSX graphics using Blender , Unity and Photoshop to get the desired results, then added Sound design via Davinci Resolve
- Designed, developed, and optimised websites and landing pages. prioritising user experience and sales funnel integration.
- Demonstrated proficiency in the Office Suite for data analysis, presentation, and strategic decision-making.
- I recently developed a Python script with a Tkinter-based GUI to automate several tasks, enhancing workflow efficiency.
- Designed a new cinematic scene in Unreal Engine everyday for 2 weeks, working on lighting and composition, then colour graded them in davinci or photoshop

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## Interests and Achievements

- **Animation and Game Development:** Create short animated films utilising the Unreal Engine, exploring storytelling and animation techniques; develop small games in Unity game engine; and honing game development skills and creativity.
- **Gaming and Creative Design:** Passionate about gaming, with a particular interest in competitive gaming, enthusiastic about game design, and exploring creative concepts and designs
- **Volunteering and Mentorship:** Regularly volunteer online to assist beginners in using the Unity game engine, dedicated to sharing knowledge and fostering a supportive learning community.
- **Archery & Rock Climbing:** Winning Gold in National TeamGB Event, Engaging in Bouldering and Rock Climbing Outdoors, Facing the Challenges and Physicality of the Sport, and Committing to Enhancing Skills and Representing at a Competitive Level

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## Education

SEPTEMBER 2020 - JULY 2023

### Edge Hill University

- BSc (Hons) Computer Science (Games Programming) - 2:1

SEPTEMBER 2019 - JULY 2020

### Teeside University

- BSc (Hons) Games Design - CertHE

SEPTEMBER 2017 – MAY 2019

### The Studio Sixth Form

- Computer Games Design D\*D
- Graphics Design - A

SEPTEMBER 2012 – JUNE 2017

### Christ The King High School

- 9 GCSE's A\* - C (Including English & Mathematics)

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## Reference - Available on request