

PROFILE

I am a Developer who is always trying to improve my skills to become the best I can.

Always on the lookout to deconstruct the design and systems of existing games.

HOBBIES

- Researching how to improve programming.
- Caring for plants and bonsai trees.
- Playing Games

CONTACT

PHONE:

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EMAIL:

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PORTFOLIO:

<https://harryhallows.myportfolio.io/game-portfolio-1>

GitHub:

<https://github.com/HarryHallows>

SKILLS

- C# Programming
- Unity
- Game Design
- Communication
- Level Design
- UX Design
- Production Management
- Jira

HARRY HALLOWS

DEVELOPER

WORK EXPERIENCE

Junior Unity Developer – Dreamworkspro – March 2021 – September 2021:

Constructing and reviewing the Game Design Document

- Pitching solutions to the company director to achieve desired project outcome.
- Pulled those designs into a concise document that specifies in more detail while working alongside another teammate to help curate the documentation.

Lead the development team providing solutions through designing systems and implementing them.

- Design Systems for the overall project architecture building up a Technical Design Document for developers to refer from.
- Work alongside developers to build the game using Unity.

Lead the development team's production schedule using Jira.

- When looking at the system designs provide tasks between the development team.

EDUCATION

Creative Computing (MSc) – University of the Arts London September 2019 – January 2021

Modules:

Advanced Coding, Advanced Physical Computing, Computational Thinking, Exploring Machine Intelligence.

Game Design (BA) – University of The Arts London

September 2016 – July 2019

Modules:

Introduction to Games Design, Concept and Design, Prototype and Development, Contextual Theoretical Studies.