

Alice Hinton-Jones

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SKILLS

Programming Languages

- C#
- C++

Game Engines

- Unity
- Unreal Engine

Version & Source Control

- Perforce
- PlasticSCM
- Git, Mercurial

Project Management Tools

- JIRA
- Miro, Trello
- FogBugz

Web Development

- HTML, CSS, JavaScript
- React
- Node.js

Production & Editing

- Adobe Premiere
- Adobe Photoshop

3D Software

- Autodesk Maya
- ZBrush

Soft Skills

- Communication and teamwork
- Public speaking
- Workload and time management
- Open-minded and receptive to feedback
- Learning and growth mindset

LANGUAGES

Fluent in English, Ukrainian, and Russian.

INTERESTS

- Digital painting and 3D Art
- Creative Writing
- D&D
- Game Jams
- Web Development
- UI/UX Design
- Animation

PROFESSIONAL EXPERIENCE



Developer Advocate

Unity Technologies | Brighton, UK | Jul 2018 - Jul 2019 (1 year)

- Attended 18 international developer conferences, events, and workshops; at 10 of which I was a speaker presenting brand-new engine features on behalf of Unity.
- Learned and built projects with often yet undocumented features, to then be able to comfortably teach them to professional developers.
- Developed or contributed assets to 4 feature demo projects, some of which are still in use at Unity today.
- Produced multiple feature blog posts and videos for the Unity blog and YouTube channel. A list of them is available on my [website](#).



Technical Writer

Unity Technologies | Dublin, Ireland | Sep 2020 - Sep 2021 (1 year)

- As a solo writer on the Unity ArtEngine product, I worked closely with ArtEngine developers and other documentation teams at Unity, to bring the ArtEngine documentation in line with the standards used by the core Unity teams.
- Pushed for new tooling and a new publishing platform for ArtEngine docs.
- Kept documentation in step with a rapid, agile development pace. I had to learn and understand new features thoroughly within limited time in order to document them accurately in time for bi-weekly releases.



Capture Artist

Larian Studios | Remote, UK | Sep 2021 - Feb 2023 (1 year, 5 months)

- Worked closely with the dev teams at Larian to produce and lay the narrative and visual foundation for Baldur's Gate 3 trailers. Highlights include trailers for The 2022 Game Awards and the PlayStation 5 reveal.
- Took initiative to learn the technical aspects of the proprietary engine, enabling me to craft custom shots for our trailers and fulfill more creative requests from our social media team.
- Directed voice talent to get custom narration for our trailers.
- Showcased Baldur's Gate 3 at PAX East, PAX West, and EGX, together with the Publishing team.

EDUCATION



BSc Computer Science with Games Technology

City, University of London | London, UK | Sep 2016 - Jul 2020

- Graduated with 1st Class (1:1) Honours.
- Applied software engineering concepts such as data structures, algorithms and algorithmic complexity, and engineering patterns in the context of software and game development.
- Worked with graphics and shader programming in C++ and OpenGL.

ABOUT ME

I am a game developer at heart, and my passion and desire to learn as much as I can about the process have driven me to explore many parts of the game dev pipeline. Beyond programming, this includes VFX, UI design, marketing, and character art.

I had the opportunity to work on many small-scale projects, as well as a AAA masterpiece that is still in the making. This taught me to collaborate with all sorts of teams, and to manage my workload on a tight schedule. I love new challenges, and above all, my passion for learning new things and finding elegant solutions to problems is what drives me.

PORTFOLIO

For an overview of some of the projects I have worked on, please see my [website](#). References are available upon request.