LIAM MITCHELL | WEB DEVELOPER

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PROFILE

BSc Games Development graduate actively learning and seeking opportunities in web development. Willing to relocate.

TECHNICAL SKILLS

JavaScript	C++, C#	Git/GitHub	Wwise
HTML	Unreal Engine 4/5	Linux (Ubuntu)	Figma
CSS	Unity	Command Line	

TECHNICAL EXPERIENCE

Library App (JavaScript, HTML, CSS, Figma) Developed and designed a Library web app that enables users to catalog books, input detailed information about each book (such as title, author, and the number of pages), and track their reading status. Users can then view their collection in a visually engaging and personalized virtual library.

Admin Dashboard (HTML, CSS, CSS FlexBox, CSS Grid) Developed an admin dashboard by replicating a design image, simulating a common web developer task. Utilized CSS Grid for a sleek and responsive layout, enhanced with CSS FlexBox for flexible content alignment.

Landing Page (HTML, CSS, Flexbox) Created a website following a design document. I utilized HTML and CSS for the structure and styling of the page, while also employing flexbox to achieve the tidy layout expected from a professional website.

Dungeon Slash (Unreal Engine 4, C++) Developed an Unreal Engine project using C++. focusing on crafting immersive first-person melee combat mechanics. Implemented a dynamic system requiring players to strategically time parries against enemy attacks.

Etch-a-Sketch (HTML, CSS, JavaScript) Developed Etch-a-Sketch web game using JavaScript, HTML, and CSS to explore web development and DOM manipulation techniques. By utilizing JavaScript event listeners, I dynamically apply CSS styles to the page.

Sign-Up Form (HTML, CSS, JavaScript) Developed a webpage using HTML, CSS, and JavaScript for a fictitious luxury goods company. The webpage features a signup form created with the HTML form tag and JavaScript for password validation. I chose a sophisticated style to align with the company's target audience.

EDUCATION

Upper Second Class (2:1) BSc (Hons) Games Development with a first in my final project at Norwich University of the Arts (2020 – 2023) While at university I worked on independent and collaborative projects which required managing my time wisely and being self-motivated. I have taken part in many projects working with other disciplines including the Global Game Jam. I primarily used Unreal Engine and C++ but also gained experience in Unity and C#.

Distinction in Level 3 Diploma and Extended Diploma in Creative Media Production and Technology (Games Design) (2018 - 2020) At college I was introduced to Unity, C#, and game design, this is where I learnt the foundational skills of programming and Object-Oriented-Programming.

INTERESTS

Student representative for the Game Development course at Norwich University of the Arts, responding to student feedback and relaying to tutors to improve the course. Electric and bass guitar player, transcribing and writing music. Participated in many game jams including the Global Games Jam. I also love fantasy books and running.