**COMP3014 Evidence Archive Report**

**Developer:** *Morgan Hodge*

**Role:** *<your target role building your profile as a developer through releases/client work etc., or if in a team, agreed role for project iteration and release >*

**Product/asset/Service:** *Portfolio Website*

**Linked In: https://www.linkedin.com/in/morgan-hodge-860854256/**

**Product or Portfolio URL:** *www.morganhodge.co.uk*

**Miro Board Link:** https://miro.com/welcomeonboard/S3dCNUo3QWZlZHdXZUljVGt2eU0ybGpVM0Z5dFZObllpbHMzYk11UkRuOGtqSzNOYU1EYXZ2U1FKU2Fnb2NHdm9KRkw2MmswMFlJWVVwRVR4K1ZlR3cvcTVxWTBXU0NWQi9kZ1pOb3VYL0xFUkt1OXgxQlQrdGtEV21jaExkK3JhWWluRVAxeXRuUUgwWDl3Mk1qRGVRPT0hdjE=?share\_link\_id=404723244440

**OneDrive Link:** 3014

Trello Board Link:

GitHub Repository that contains everything including blog posts:

GameJam1:

GameJam2:

**Evidence for SMART Objectives**

*<Title each objective, reference (+ present if legible) evidence that details state of completion.>*

**SMART Objective 1:**

Secure a junior game developer role within 6 months by improving my portfolio, applying to 5 jobs per week after the month of April , networking consistently, and refining my skills. I will track my progress monthly and adjust my strategy as needed, ensuring I remain competitive in the job market. *This will be achieved by the end of July 2025.*

**Evidence:**

April has yet to come therefore I have not applied for any jobs yet. However, I have been consistently networking through LinkedIn, I have been reading up on the latest news within the games development community and connecting with users within the games industry though these news posts.

Below on the left-hand side you can see my LinkedIn profile I created at the start of this module ( DATE ) , And on the right-hand side is the current state. As you can see, I have made a lot more connections and if you were to view through the connections that I have, the majority are figures within the games industry.

A bridge over water with buildings in the background

AI-generated content may be incorrect.

*Figure 1: LinkedIn account on the 12/12/12*  *Figure 2: LinkedIn account on the 12/12/12*

Another way I prepared myself for applying to jobs was to enhance my GitHub profile. This was achieved by creating a detailed GitHub readme on my profile as a lot of employers within anything to do with programming or computers will tend to look at your GitHub profile to view previous work. I made sure to adhere to the RULE THAT TONY SAID THE ONE THAT’S LIKE A CYCLE IDK, this included stating my skills, about me, my projects and links to my socials.

You can view the full image on my GitHub Profile here: <https://github.com/Mdot5596?tab=overview&from=2025-04-01&to=2025-04-14>

A screenshot of a computer

AI-generated content may be incorrect.A screenshot of a computer

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I also stated in my SMART goal that a part of the process for applying for jobs would be to constantly be refining my skills, I decided to do this by participating in gamejams. I specifically chose to try out new technologies in the gamejams so I could broaden my skillset. For example, in one of the gamejams I created a game using the 2D unity framework, I had never created a game in 2D before and after completing the game I feel like I am confident with the 2D framework. These gamejams not only strengthend my skill set, they also acted as more projects I could include in my portfolio sight, and add onto my Github readme projects section.

I talk about the GameJams in more detail further in the report, in SMART Objective 3.

Here are links to my GameJam Itchio pages:

GameJam 1: https://morganhodge.itch.io/fizz-pop

GameJam2 : https://morganhodge.itch.io/beyond-the-door

One of the main goals for this SMART objective was to improve my portfolio, just to clarify when I wrote that I did not have a portfolio. Since then, I have create my own portfolio website, I have paid for my own domain name, and I have got it hosted securely. I will talk more detail about the website further in the report in SMART objective 2, but to prove I have created this site during this module, my weekly progress reports show the development of the website, and my github repo also Is consistent with the timeline.

**SMART Objective 2:**

To build a strong and competitive portfolio that showcases my game development skills effectively. This will include completing two high-quality portfolio projects by the end of March, ensuring my website is polished and industry-ready, and having my resume and LinkedIn fully updated by the end of February. I will track progress by setting milestones, seeking feedback from industry professionals, and iterating on my projects to ensure they reflect my best work. By doing so, I will increase my chances of securing interviews and standing out in the job market. I will have the portfolio build and finished by March 31st.

**Evidence:**

My Portfolio website has been created, I have coded it myself using html, css, and python. I am really pleased with this portfolio website as it includes everything an employer would want to see according to my research that I conducted before creating the site.

The website is here: [www.Morganhodge.co.uk](http://www.Morganhodge.co.uk) My Github Repo is here: https://github.com/Mdot5596/My-Website

In order to actually host my website and allow the public to view it I had to figure out how to host it, after some research and asking around I decided to use netlify to host the site as it was free and easy to maintain as it pulled the site straight from your github repo, allowing for easy changes. After I successfully setup the hosting, the website was live under the name <https://morganhodge.netlify.app/>.

Next what I wanted to do was make the site look more professional and have my own personal touch. I decided to buy my own domain name as I felt hosting it under .netlify.app felt unprofessional. I paid £6 a year to GoDaddy for the morganhodge.co.uk domain, I then had to reconfigure some settings in Netlify and shortly I had the site hosting under [www.morganhodge.co.uk](http://www.morganhodge.co.uk)

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AI-generated content may be incorrect.

*Figure idk: Netlify Domain Management*

**Feedback**

**Linkdin skills and stuff**

**Two high quality portoflio projects**

**SMART Objective 3:**

Establish a strong industry presence by actively participating in game development events, both online and in-person. By April 21st, I will have attended at least five events, made at least 15 new connections, and engaged with industry professionals on LinkedIn. Long-term, I will continue attending events regularly to expand my network and create more career opportunities.

**Evidence:**

**GameJams**

**Connections**

**Events / online too**

**SMART Objective 4:**

Establish a strong and professional online presence that increases my visibility in the game development industry. Within six months, I will optimise my LinkedIn profile, engage consistently with professionals, and share relevant content weekly. Success will be measured by increased profile views, connections, and interactions, as well as potential job opportunities and industry recognition. I cant set a timeframe on when I will be done with this as I aim to engage with the industry for the foreseeable future, but I aim to complete filling the content on the profile and make at least 100 connections by the 21st of April.

**Evidence:**

**Linkdin basically**

*<Title each objective, reference (+ present if legible) evidence that details state of completion.>*

**Approach**

*<Outline your approach to achieve your goals and Journey – Link to evidence where appropriate.>*

**Index of Evidence**

*< List all evidence that supports journey + implementation. Describe what each item evidences>*

**Other**

*<If any documentation has not yet been described in this report, please detail it here and what it represents.>*

**Highlight Best Practice**

*<Based on your experience, is there any best practice/pitfalls that you can identify with clear actions?>*