*Home*

Photo

About me

Hi, I’m Morgan. I was born in London and grew up in Grenich?, since young I have had a passion for video games, I started off with a DS and a wii in my early years. As I got older I found myself playing more and more and wanting to learn more into how these games that I find so much entertainment out off created.

I started off just by watching videos online about dev secrets in my favourite games, and how the levels were created. I decided that when I left school I wanted to explore the world of creating video games. I took my first college course in Cirencester College, doing game development, I used \*Figure out what I used here\* to create a 2D fishing game. After that year covid hit and I ended up moving colleges to Bristol where I studied Computer sience for 2 years, I ended up completing college with a A\*A\*A and a months worth of experience working for IDF on their website in Prague.

After college I decided to continue pursuing games development and enrolled on a computer science course at the University of Plymouth. It is here that I got to properly experience game development. I have learnt how to use Unity, How to program in C# and C++, and the thinking that goes into creating a game. I have created a few games in teams and solo now that you can check out in the Projects page.

I am using my free time to learn more game engines such as Godot and Unreal Engine as I don’t want my skills to be limited to just unity. I am always willing to learn something new and acquire new skills.

I am passionate about game design and development

I want to work with..

I am good at working in a team …

I have had experience with.. I am always willing to learn

I was born in London then moved to Bristol where I studied computer sience and got A\*A\*A and then studied at plymotuh doing computer sience

**GBT REVISED VERISON**

Hi, I’m Morgan. I was born in London and grew up in Greenwich. From a young age, I have had a passion for video games, starting with a Nintendo DS and a Wii in my early years. As I got older, I found myself playing more and more, becoming increasingly curious about how these games—so full of entertainment—were created.

I began by watching online videos about development secrets in my favourite games and how levels were designed. This curiosity led me to pursue game development after finishing school. My journey started at Cirencester College, where I studied game development and created a 2D fishing game using ***[insert software here, I forgot]*.** After a year, the COVID-19 pandemic hit, and I transferred to a college in Bristol, where I studied Computer Science for two years. I completed my studies with A*\*A\*A*  grades and gained a month of work experience in Prague, working on website development for [IDF](https://dokweb.net/en).

Following college, I continued my pursuit of game development by enrolling in a Computer Science course at the University of Plymouth. Here, I gained hands-on experience in game development, learning to use Unity, programming in C# and C++, and understanding the fundamental thinking behind creating a game. I have worked on several projects, both individually and in teams, which you can explore on the **Projects** page.

In my free time, I am expanding my skill set by learning additional game engines such as Godot and Unreal Engine, ensuring that my expertise extends beyond Unity. I am always eager to learn new technologies and develop new skills.

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