My name is Morgan Hodge, I am 21 and have a strong passion for video game development. Since growing up I have always loved games of all sorts and as I got older I became more interested in researching into how they are designed and created. I have a passion for creating things, weather that is creating websites just for the fun of it, creating random games for gamejams, or drafting up some concept art or ideas for a game I plan to eventually create. As I have been very busy the past few years with university I haven’t had that much free time as most of it was spent on trying to perfect course work as my course was 100% course work. However any free time I did have I spent working on gamejams to help build my portfolio and strengthen and learn skills.

Experience

I started my journey by studying computer science(games) in Cirencester college in 2019. I studied their for a year where I learnt the basics of computer science. I created a 2D game using software, and studied other aspects of computer science such as how the hardware works, excel, and the basics of C++.

Covid then hit and I ended up relocating to Filton SGS College where I continued to study computer science, this course was more broad and I studied a wide range of computer based modules such as cyber security, business management, web development, programming, and a lot more. I also had an internship program that I got selected for during this time period where I worked in prauge for a month, working as an intern for a company called IDF, I worked on the website, managed the database and helped with any computer related problems. I finished college with a D\*DD (Equivalent to A\*AA).

During my time at university is where I started to take the step into game development, I chose to study Computer Science(Games Development) at the University of Plymouth. During this time I studied a wide range of different modules but in the final two years Is where I really got to develop games. I mostly used Unity throughout my time at University and I gained a lot of game development skills such as working in teams, product management and project management. I finished university with a predicted first but as of now the grades have not been published.

What I want to achieve

The reason I am applying for this course is because I want to pursue my dream of becoming a game developer and I feel like this course will significantly help me achieve this goal. By doing this course I will gain more skills such as learning new game engines, network with more students who have the same goal as me (as there was only about 7 people on my course in Plymouth), and overall become a better game developer.

Once I graduate I plan to try and land some work for a studio. As of now I don’t plan on going down the indie route as I feel like I need some industry experience first, although I would not be against working inidie if the right opportunity came up. But for now my plan is to graduate and work for a already established studio, as of now I am not picky on what studio I would just be happy to land anything so i could get my foot in the door and start to gain real world experience.

Why I would be good for course

I believe I would be a good fit for the course as I already have a strong understanding of how game development works, how to create a game, how to market and publish a game, and how to work well with others in a team. I am a very social person with good people skills and I am hardworking and always wanting to learn more and gain skills that will go onto further improve myself as a game developer.