My name is Morgan Hodge. I am 21 and have a strong passion for video ame development. From a young age I loved playing a wide range of games and as I grew older I became fascinated by how they are created and designed. I love the challenge of web and game development and enjoy creating games for gamejams, drafting concept art and ideas for new games and also developing websites. I have recently created a game using Unity in the style of a Playstation 1 game. I am also developing my skills using Unreal Engine for game development, as I am keen to master a broad range of game engines.

Experience

I started my journey by studying Computer Science (games) in Cirencester College in 2019. I studied there for a year where I learnt the basics of software engineering, programming in C++and I created a 2D game using GoDot, At Filton SGS College I continued to study Computer Science as a Level 3 Extended Diploma. This course provided me with a broad websites knowledge base in IT. I studied a wide range of modules, including cyber security, business management, web development, programming, networking and IT management. I also participated in an internship program in Prague for a month. I worked as an intern for the Prague Institute of Documentary Film. I maintained the website, managed the database and helped with IT support requests. This internship was greatly beneficial to me, as it provided real world experience, the opportunity to experience a different culture and to develop professional skills.. I gained a D\*DD (Equivalent to A\*AA) in my Extended Diploma..

My next step towards fulfilling my ambition to become a games developer was studying Computer Science (Games Development) at the University of Plymouth. I chose this course because it allowed me to develop my skills in a wide range of modules, whilst specialising in the final two years in Games Development. I mostly used Unity throughout my time at University and I gained a lot of Game Development skills, including level design, polishing, collaborating as part of a team, pitching my ideas, presenting finished projects, networking, product management and project management.

What I want to achieve

I am applying for this course is because I want to pursue my dream of becoming a game developer and I feel this course will support me to achieve this goal. It will enable me to further deepen my knowledge base, for example by learning new game engines, to become the best game developer I can be. I have attended an open day where I saw for myself the high standard of the Games Studio, which will give me experience of working in a professional environment. I have also chosen this course because the lecturers are Games Development professionals themselves and I value that they will bring industry insight to their teaching. This course will also provide me with the opportunity to network with future Games Developers.

After studying I would like to work for an established studio to gain industry experience or alternatively an indie studio. I would be happy to work in either environment and in any location in order to start to gain experience in the industry.

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 and how to market and publish a game. I am a very social person and work well with others in a team. I am hardworking, reflective and self-motivated - I always want to learn more, develop skills and keep abreast of new industry developments to continually improve as a Game Developer.