

Morgan W. T. Lowe

Personal Statement

I am no stranger to challenging myself with projects. I am currently developing a slot car racing game alongside my studies at university, using Unreal Engine 5.

I have a concrete understanding of C++ which I have developed at my time at university. I also have experience in Python, C#, and JavaScript. I am also currently developing my skills in HTML and CSS. In addition, I have experience in modelling software, primarily Autodesk Maya. I have additional experience in Adobe products such as Photoshop, Illustrator and Audition which I have been using within my project workflow.

I have ample experience in collaborative practice, where I would work in a team to prototype games. This includes:

- Brainstorming: being creative with ideas to produce an interesting product.
- Quick prototyping and evaluation: debating about design pillars and their advantages and disadvantages.
- Game testing and user feedback: gathering data in an efficient manner and understanding where flaws could be in a game design.
- Time management (around 40 minutes of preparation): Preparing for future tasks so deadlines are met without any stress.
- Vocal presentation: being confident with talking to an audience.