

Morgan W. T. Lowe

Profile

I am currently enrolled in a Computer Games Technology course at Birmingham City University. I am in my second year, and I am now seeking a placement role to build my experience in the workplace. I am always in a social and team-based environment when I am working at campus, where communication is always a key aspect. I also have presented multiple times in university which has built up confidence in conversing my ideas.

Experience

University Game Jam (September 2024)

I attended BCU's Welcome Week Game Jam on the 20th of September, where all years of the course were invited to attend. I collaborated with a third year and a first year student to make a 3d Platformer in Unreal Engine 5, over the course of 6 hours. The team succeeded in winning the game jam. I was mainly responsible for the level design of the game, and assisted both of my teammates with building the character and scripting in UE5's blueprint system.

During development, I recognized the importance of clear communication and made it a priority to discuss any issues with my team members as soon as they arose. By regularly staying updated on the progress of my peers, I ensured that we avoided potential code conflicts in the future. Staying aligned with our core design pillars, which ultimately helped us deliver a fully playable, successful game by the end of the jam.

The team worked under a kanban methodology where the team would keep track of features that are yet to be in development, currently in development, and tested and completed features.

Kainos Virtual Work Experience (Spring 2021)

Worked alongside 70+ other people over the course of 3 days, completing tasks in groups, primarily small HTML based problems. The tasks required communication, team building/teamwork and time management. This was my first experience with web-based programming, I proved to myself that I could adapt to a new language and syntax in a short period of time.

Esports Level Driver for Elusive Motorsport (ESV) in the Forza franchise (June 2023 – current)

I'm a team member of Elusive Motorsport (ESV), one of the fastest and highest regarded teams in the Forza esports community. I joined ESV in June 2023, just seven months after entering the Forza Horizon competitive scene in November 2022; an impressive feat considering my opponents have up to five years of experience. My success is built on a strong understanding of car tuning and problem-solving, which gives me a competitive edge. Notable achievements include a runner-up finish in Racing Haven's Endurance Championship (RHEC) Season 1 on Forza Horizon, a win in season 2 of RHEC on Forza Motorsport, and being ranked #1 in Team Wars Forza Motorsport ELO ranking before it was discontinued.

As a figure in the competitive community, I have had countless experiences of communicating, such as helping lower-level drivers in league environments. I uphold my relationship in the community with my social pages, where I post, and stream content.

Administrator for Racing Haven (September 2023 – current)

Due to my success and involvement in the Forza Horizon competitive community, I was invited to join the staff team for popular racing league, Racing Haven. Alongside general server management and moderation, I participate in testing for car balance of performance in esports championships. For example, in the Racing Haven's Endurance Championship, I work with other drivers over 12 weeks to test and assess each car. Every two weeks, I have one week to collaborate with peers, organize car builds, and test performance to determine if adjustments are needed to make the cars faster or slower.

The experience I have developed during my time in this role have greatly improved my ability to plan ahead, and manage tasks based on priorities.

I am also a part of multiple other staff groups, for example Hoki Hoshi's HTCC Staff team, where I have committed to the same genre of work of car balance of performance. Racing Haven has been the space where I have dedicated my time into the most.

Thorough experience with the Event Lab creator

Alongside racing in Forza, I also design and create Forza Event lab event blueprints for competitive racing environments. I have 3 in-game blueprints, being:

- Green's Hell, which has been used as Racing Haven's Endurance Championship Finale race track. It has also been used in Hoki Hoshi's All Star's Invitational race.
- Onyx Bridge, which has been used in multiple Team Wars races, used in Racing Haven's Porsche Cup off-season event, and Hoki Hoshi's HTCC Season 1. Onyx Bridge also was featured in the "Horizon Creatives" Festival Playlist in September 2023.
- Cordillera Circuit, which has been used in Hoki Hoshi's Season 2.

Education

- University (September 2023 – current):
 - BSc Honours: Computer Games Technology, predicted 2:1 classification.
- A-Levels (June 2023):
 - Computer Science (C)
 - Mathematics (B)
 - Physics (C)
- GCSE's (August 2021):
 - English Language (7)
 - English Literature (7)
 - Mathematics (7)
 - Combined Science (76)
 - Computer Science (7)

Interests/Hobbies

As well as being an E-sport level driver in Forza, I enjoy watching motorsport such as F1 and WEC. I attended the Goodwood Festival of Speed in 2024. I have met up with members of the competitive Forza community from Europe in these events.

Portfolio Link: <https://morganlowegit.github.io/MorganLowePortfolio/index.html>