**Morgan W. T. Lowe**

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Student at Birmingham City University

**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 a lot in university which has built up confidence in conversing my ideas.

**Experience**

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

I am currently a member of the racing team Elusive Motorsport (ESV), which are primarily represented in the Forza franchise. Achieving a role in this team requires a vast amount of experience, skill and dedication, as ESV is regarded as one of the best teams in the entire community for esports level competition. I have achieved this role in an incredibly short time, only being in the competitive community since November of 2022, then joining ESV in June of 2023. To join a highly regarded team such as ESV in this time-frame, surrounded by people with significantly more experience (up to 5 years) than me, is a great feat. To be able to achieve this, an understanding of car tuning is critical, paired with the skill of deducing physical problems with the car means I can have an edge over my opponents, come race day. I have many accomplishments during my time in the competitive scene, including a runner-up finish in Racing Havens first season in Forza Horizon, and winning their season 2 in Forza Motorsport. I was position number one in popular racing league TeamWars’ ELO system in their Forza Motorsport branch until it was discontinued last summer.

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 RacingHaven (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, RacingHaven. Alongside general server management and moderation, I am also a part of testing for car balance of performance. During the main championship that the league hosted, I and other Esport level drivers were responsible for testing each car that the league desired to use. This would be over the course of many weeks, where deadlines are to be met. For example, in RacingHavens Endurance Championship, I would have 1 week every 2 weeks for each race in the 12 week time period to communicate with my peers, organise car build combinations, and allocate a large period of time to driving each car, and coming to conclusions to if the car needed to be made 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. RacingHaven has been the space where I have dedicated my time into the most.

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.

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

* Green’s Hell, which has been used as RacingHaven’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 TeamWars races, used in RacingHaven’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 Esport 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.

University Game Jam

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 also assisted both of my teammates with building the character and scripting in UE5’s blueprint system.