**Morgan W. T. Lowe**

**Profile**

Currently enrolled in a Computer Games Technology course at Birmingham City University, now in the second year and seeking a placement role to gain practical workplace experience. Frequently working in a social environment on campus, where communication is a key focus. Experience presenting multiple times at the university has contributed to building confidence in conveying ideas.

**Experience**

University Game Jam (September 2024)

* Attended BCU’s 6-hour Welcome Week Game Jam on the 20th of September, where all years of the course competed. The team succeeded in winning the game jam.
* Collaborated with 2 members of other academic years to make a 3d Platformer in Unreal Engine 5.
* Responsible for the level design of the game and assisted both teammates with building the character and scripting in UE5’s blueprint system.
* Recognized the importance of clear communication and made it a priority to discuss any issues with the team as soon as they arose.
* Discussed avoiding potential code conflicts in the future, and 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.

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

* Joined ESV in June 2023, months after entering the Forza Horizon competitive scene in November 2022.
* Notable achievements include:
  + Runner-up finish in Racing Haven’s Endurance Championship (RHEC) Season 1 on Forza Horizon.
  + Championship win in season 2 of RHEC on Forza Motorsport.
  + Ranked #1 in Team Wars Forza Motorsport ELO ranking.
* Extensive experience in communication has been gained, including assisting lower-level drivers in league environments.
* Relationships within the community are maintained through social pages, where content is posted and streamed.

Moderator for Racing Haven (September 2023 – current)

* Along with general server management and moderation, involvement includes testing car balance of performance for esports championships.
* United with other drivers over a 12-week period to test and assess each car. Every two weeks, a week is dedicated to working with peers, organizing car builds, and testing performance to determine if adjustments are needed to make the cars faster or slower.
* The experience developed during this role have greatly improved gauging time to complete tasks, and prioritisation.

Thorough experience with the Forza Horizon Event Lab creator

* Level designed 3 Forza Event lab event blueprints for competitive racing environments, being:
* Green’s Hell, used in:
  + Racing Haven’s Endurance Championship Finale.
  + YouTuber Hoki Hoshi’s All Star’s Invitational.
* Onyx Bridge, used in:
  + Multiple competitive Team Wars races.
  + Racing Haven’s Porsche Cup off-season event.
  + Hoki Hoshi’s HTCC Season 1.
  + Featured in the “Horizon Creatives” Festival Playlist in September 2023.
* Cordillera Circuit, used in:
  + Hoki Hoshi’s HTCC Season 2.
  + Nominated for Best Race Event in the 2024 Golden Tank Awards.

Kainos Virtual Work Experience (Spring 2021)

* Cooperated with 70+ individuals over the course of 3 days, completing small HTML based problems.
* This marked the first experience with web-based programming, demonstrating the ability to adapt to a new language and syntax in a short period of time.

**Education**

* University – Birmingham City University (September 2023 – current):
  + BSc Honours: Computer Games Technology, predicted 2:1 classification.
* A-Levels – King Edwards VI College (June 2023):
  + Computer Science (C)
  + Mathematics (B)
  + Physics (C)
* GCSE’s – Ridgewood High School (August 2021):
  + English Language (7)
  + English Literature (7)
  + Mathematics (7)
  + Combined Science (76)
  + Computer Science (7)

**Interests/Hobbies**

* Attended the Goodwood Festival of Speed in 2024. Met up with members of the competitive Forza community from Europe in these events.