



alfielliott.com

Contact

Portfolio

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Expertise

- Unity
- C#
- Games Design
- Documenting and organizing
- 3D Modelling and Animation
- Adobe Suite
- Establishing project pipelines
- Coordinating and cooperating in a team
- Time management

References

Upon Request

Alfie Elliott

Technical Games Designer

Profile

I am an attentive game designer with skills in programming as well as graphical and 3D art, which give me a unique insight and involvement in the development of a project. I am exceedingly passionate about learning new ways to approach game development, both in theory and in practice. I participate and collaborate in all ways available, such as entering game-jams and challenges to pressure myself into adapting and overcoming unexpected challenges.

Education

○ University of Gloucestershire, 2022 - Current

My experience at University so far has elevated my skill set beyond my college education and has lead me to adapt my toolset into unfamiliar software's such as 3DS Max. Last year, I had the opportunity to collaborate with a diverse team to create a local multiplayer top-down shooter game "*Occult Obliteration*". The project was recognised by our course leaders and approached to be presented at our Creative Technologies Event, COMX, where my skills were recognised with an academic award for best games technology student at my level.

- Advanced Unity game development.
- Expansion of games design and mechanical design.
- Level design using UE5 toolset.
- 3D Modelling and animation using 3DS Max, and texturing in Substance.
- Group projects with members from Art and Programming subject areas.

○ Gloucestershire College, 2020 - 2022

My college education helped me build a strong foundation to grow from, initially I experimented using visual scripting software in Unreal Engine 4, however I later adapted what I had learned into scripting C# using Unity. This is also where I began my 3D art journey in Blender to create game ready assets.

- UE4 and Unity game development
- Foundational understanding of games design.
- 3D Modelling and animation for game development using Blender.
- Analysis of games industry and company organisation.

Experience

○ 2022 - Week Long

Mediatonic

Work Experience - Studio Live: IntoGames

- Worked in a team to pitch a project to a panel of industry professionals.
- Assigned tasks to a team based on their skills to develop a high-quality pitch in a short time frame.
- Developed a prototype to further convey the premise and feeling of the pitch.
- Worked under a time constraint to meet deadlines.

○ 2021 - 2022

Outdoor365

Data Entry / Marketing Assistant

- Worked in an office environment using professional communication tools.
- Assisted a team in deploying a website under a deadline.
- Independently learned and used industry-grade software to deploy webpages.
- Used company emailing systems to track and report progress and tasks and submit queries.