

Alfie Elliott

Technical Games Designer

Contact

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Skills

- Establishing project pipelines
- Documenting and organizing
- Coordinating and cooperating in a team
- 3D Topologizing, UV unwrapping & Animations
- 3D Pipelines
- 2D graphics, and pixel art

Software

- Unity
- C#
- Blender & 3DS Max
- Substance Painter
- Git Version Control
- Adobe Suite

References

Upon Request

Profile

An attentive game designer studying game design in my second year at the University of Gloucestershire. Skilful in prototyping and proficient in programming, design and 3D and passionate about learning new ways to approach game development in both theory and in practice. I enjoy engaging in game jams and researching new methods and ideas to develop my skills in adapting and overcoming challenges. Self-motivated and ambitious to advance my skills and to work on more amazing projects and looking to secure a yearly placement from Summer 2024.

Education

○ University of Gloucestershire, 2022 - Current Games Design

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 approached to be presented at our Creative Technologies Event, COMX, where my skills were recognised with an academic award for best games level 4 games technology student. As well as achieving a trajectory for a first class degree.

- 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 Computer Games Design — Distinction*, Distinction, Distinction

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

○ Mediatonic, 2022 Work Experience — Studio Live: IntoGames

- Worked in a team to pitch a project to a panel.
- 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.
- Mentored and worked for a week under industry professionals.

○ Outdoor365, 2021 - 2022 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.