CONNOR ORTON BSC
Aspiring Games Programmer

I am a highly motivated, passionate and dedicated aspiring games developer. I am a graduate of Games Production BSc where I achieved first class honours. I am looking for a position in the games industry as a programmer. I understand a variety of different programming languages which I have taught myself through online courses, books and more.

I specialise in C# and Unreal Blueprint programming languages which I have used to create various game demos. I am enthusiastic to learn and develop on my existing skill set. I have experience with most industry standard software such as Unity, Unreal Engine, GitHub Desktop and more. I have published a full game on the Google Play store with aims to publish a more ambitious game project on multiple game platforms.

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PORTFOLIO HIGHLIGHTS

PIXEL PINBALL ARCADE 2020
UNITY, C#
Pixel Pinball Arcade is a complete android arcade game co-developed and compatible with most android devices. It has been published on the google play store for free. I was responsible for leading the project, managing the asset pipeline with source control and the exporting and publishing of the project.

BATTLE BEASTS - ASSET PACK 2017
UNREAL ENGINE 4, UE BLUEPRINT
An RPG mechanics asset pack inspired by the 'Pokemon' game franchise which contains all the game play features of those games written in Unreal Blueprint made as part as my Games Production BSc.

ONCE UPON A CASTLE - DEMO 2016
UNREAL ENGINE 4, UE BLUEPRINT
A tower defence game demo created in Unreal Engine 4 that contained real time combat with player abilities alongside base building mechanics made as part as my Games Production BSc

DASH AND STACK 2015
UNITY, C#
Dash and Stack is a complete android arcade game that was co-developed in Unity and designed for older android phones. A remake of the classic arcade title 'Stacker' but with unique game mode twists. It was published on the Google Play store for free.

FURTHER EDUCATION

GAMES PRODUCTION BSC 2015-2017
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
Achieved first class honours. Studied game engines, programming, 3D workflow, animation techniques and virtual reality technologies.

LEVEL 3 GAMES TECHNOLOGY - BTEC EXTENDED DIPLOMA 2013-2014
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
Achieved 3xDistinction* grade. Studied game engines, concept art and 3d workflow. Worked in a team to create a project.

LEVEL 2 CREATIVE MEDIA PRODUCTION - BTEC DIPLOMA 2012
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
Achieved merit grade. Studied 2d games and their creation. Used Game Maker to make a 2D platform game.

LEVEL 2 ICT AND TECHNOLOGIES - BTEC DIPLOMA 2011
NCN CLARENDON COLLEGE
Achieved pass grade. Studied computer systems and their software and hardware capabilities.

SOFTWARE

Software	Rating
Unity 2021	⬡⬡⬡⬡⬢
Unreal Engine 4	⬡⬡⬡⬢⬢
Visual Studio	⬡⬡⬡⬢⬢
3DS Max	⬡⬡⬡⬢⬢
PS / Affinity Designer	⬡⬡⬢⬢⬢
GitHub Desktop	⬡⬡⬡⬡⬢

EXPERIENCE

GAMES TESTER
DAMBUSTER STUDIOS, GAMESLAB
2021
I play tested a game for Dambuster Studio's GamesLab Team. Gave my feedback on what I thought about the game and how I would improve it.

GAMES TESTER
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
2013
I play tested a game by Legendary Games as part of my Level 3 BTEC Extended diploma. I diagnosed game bugs and errors and wrote documentation reports.

PROGRAMMING SKILLS

Skill	Rating
C#	⬡⬡⬡⬡⬢
C++	⬡⬡⬡⬢⬢
Python	⬡⬡⬢⬢⬢
JavaScript	⬡⬡⬢⬢⬢
Unreal Blueprint	⬡⬡⬡⬡⬢
MAXScript	⬡⬡⬢⬢⬢