CONNOR ORTON BSC
Game Designer & Programmer

I am a graduate of Games Production BSc where I achieved first class honours. I am studying a part time remote indie game production masters degree set to graduate in 2023. I have taught myself multiple programming languages using books, online courses and apps. I am looking for a role as a programmer in the games industry or relevant career.

I specialise in C# but I am always 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, 3DS Max and more.

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PORTFOLIO HIGHLIGHTS

BLIGHT OF THE ROSE - DEMO 2022
UNITY, C#
• 2D pixel art survival horror game
• Co-developed with a partner.
• Multi controller and platform support.
• RPG elements such as inventory, missions, crafting and more.

ONCE UPON A FANTASY - DEMO 2021
UNITY, C#
• Tower defense game for android.
• Supports multiple aspect ratios in high definition.
• Full demo developed in 2 weeks as part of my MA.
• Written original user interface and game play scripts.

PIXEL PINBALL ARCADE 2020
UNITY, C#
• Co developed with a partner.
• Wrote all of the user interface and game play code.
• Composed the audio for the game.
• Published the game to the Google Play store for free.

BATTLE BEASTS - ASSET PACK 2017
UNREAL ENGINE 4, UE4 BLUEPRINT
• Created an asset pack that contains several RPG mechanics inspired by the 'Pokemon' game franchise from the ground up using Unreal Blueprint.
• Created the asset pack under a tight deadline as part of my BSc. Achieved high first grade.

DASH AND STACK 2015 - 2022
• 2D arcade game published to the Google Play store free for older devices. Currently being remade in 2022 in HD.

SOFTWARE

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

FURTHER EDUCATION

INDIE GAMES PRODUCTION MA (ONLINE, REMOTE) - PART TIME 2021-2023
FALMOUTH UNIVERSITY
• Studying games design, development and industry trends.
• Participated in 2 games jams to develop games in under 2 weeks.

GAMES PRODUCTION BSC 2015-2017
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
• Achieved first class honours grade.
• Improved Unreal Blueprint skills to an intermediate level.
• Created an educational virtual reality simulation.
• Improved my 3D development workflow skills.

LEVEL 3 GAMES TECHNOLOGY - BTEC EXTENDED DIPLOMA 2013-2014
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
• Achieved Distinction* Distinction* Distinction* grade.
• Developed a visual novel demo using the Ren'Py engine written in Python.
• Worked in a team to create a short game sequence using Unreal Engine 3.

LEVEL 2 CREATIVE MEDIA PRODUCTION - BTEC DIPLOMA 2011-2012
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
• Achieved merit grade.
• Learned GML to an intermediate standard.
• Developed a platformer game demo in Game Maker.

EXPERIENCE

GAMES TESTER
CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES
2013
• Diagnosed bugs for a game as part of my level 3 extended diploma.
• Wrote several bug reports stating the errors I found and how to reproduce them.

RETAIL ASSISTANT
THE CARPET CENTRE - SUTTON-IN-ASHFIELD
2010
• Developed communication, team building and DIY skills while assisting in managing a shop.

PROGRAMMING SKILLS

⬡⬡⬡⬡⬡	C#
⬡⬡⬡⬡⬡	C++
⬡⬡⬡⬡⬡	Python
⬡⬡⬡⬡⬡	JavaScript
⬡⬡⬡⬡⬡	Unreal Blueprint
⬡⬡⬡⬡⬡	MAXScript