



PORTFOLIO HIGHLIGHTS

PIXEL PINBALL ARCADE 2020

UNITY, C#

- Lead the project development as a team of two.
- Responsible for overseeing the project asset pipeline.
- Written 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.
- Achieved a high first grade as part of my programming assignment.
- Created the asset pack under a tight deadline as part of my BSc.

ONCE UPON A CASTLE - DEMO 2016

UNREAL ENGINE 4, UE4 BLUEPRINT

- Created a tower defense game demo with real time combat and building mechanics from the ground up using Unreal Blueprint.
- Was showcased at a University showcase event for industry professionals to see.

DASH AND STACK 2015

UNITY, C#

- Co-developed in a team of two.
- Was responsible for designing the various game concepts and menu systems.
- Written the user interface scripts.

SOFTWARE

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|------------------------|----------|
| Unity | ●●●●●●●● |
| Unreal Engine 4 | ●●●●●●●● |
| Visual Studio | ●●●●●●●● |
| 3DS Max | ●●●●●●●● |
| PS / Affinity Designer | ●●●●●●●● |
| GitHub Desktop | ●●●●●●●● |

CONNOR ORTON BSC

Games/Applications Programmer

I am a graduate of Games Production BSc where I achieved first class honours. I have taught myself several programming languages by using books, online courses and apps. I am looking for a role as a programmer developing games or software applications.

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 and many more.

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EXPERIENCE

PLAY TESTER

DAMBUSTER STUDIOS, GAMESLAB
2021

- Play tested a game under specific conditions.
- Gave constructive criticism on how I would improve the game.

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.

FURTHER EDUCATION

INDIE GAMES PRODUCTION MA (ONLINE) - PART TIME 2011-2023

FALMOUTH UNIVERSITY

- Set to graduate in 2023.
- Completed 2 games jams and developed game prototypes 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.

PROGRAMMING SKILLS

| | |
|----------|------------------|
| ●●●●●●●● | C# |
| ●●●●●●●● | C++ |
| ●●●●●●●● | Python |
| ●●●●●●●● | JavaScript |
| ●●●●●●●● | Unreal Blueprint |
| ●●●●●●●● | MAXScript |