



## PORTFOLIO HIGHLIGHTS

### 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#

- Lead the project development as a team of two.
- Responsible for overseeing the project asset pipeline.
- 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

#### UNITY, C#

- Being remade in higher definition in 2022 for a variety of android devices.
- Co-developed with a partner.
- Was responsible for designing the various game concepts and menu systems.
- Wrote the user interface scripts.
- Published the game to the Google Play store for free.

## SOFTWARE

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

## 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.

#### DOB:

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## 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.

## 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.

## PROGRAMMING SKILLS

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