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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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

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

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

GAMES PRODUCTION BSC 2014-2017

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 2012-2014

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.
• Studied 2D games and their development processes.
• Learned GML to an intermediate standard.
• Developed a platformer game demo in Game Maker.

LEVEL 2 ICT AND TECHNOLOGIES - BTEC DIPLOMA 2010-2011

NCN CLARENDON COLLEGE

• Achieved pass grade.
• Learned about computer systems and technology.

PROGRAMMING SKILLS

Language	Rating
C#	●●●●●
C++	●●●○○
Python	●●●○○
JavaScript	●●●○○
Unreal Blueprint	●●●●○
MAXScript	●●○○○