CONNOR ORTON BSC

Aspiring Games Developer

I am a highly motivated and dedicated games developer whose passions include games programming and design.

I have been interested in game development since an early age. I have experience using most popular industry standard software and I can write and read multiple programming languages.

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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.

SOFTWARE

- 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. Completed a game demo under specific conditions and then gave my feedback on how I would improve the game and I reported any bugs that I found.

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 then wrote reports documenting them.

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.

PROGRAMMING LANGUAGES

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