

PORTFOLIO HIGHLIGHTS

PIXEL PINBALL ARCADE

UNITY ANDROID ARCADE GAME

Pixel Pinball Arcade is an android arcade game compatible on most android devices and has been published on the google play store for free.

RPG MECHANICS ASSET PACK

UNREAL ENGINE 4 ASSET PACK

I created an RPG mechanics asset pack inspired by the 'Pokemon' game franchise which contains all the gameplay features of those games written in Unreal Blueprint.

TOWER DEFENSE GAME DEMO

UNREAL ENGINE 4 GAME DEMO

A tower defense game demo created in Unreal Engine 4 that contained real time combat with player abilities alongside base building mechanics.

DASH AND STACK

UNITY ANDROID ARCADE GAME

An android game created in unity with a friend. We both worked on the art and programming. A remake of the classic arcade title 'Stacker'.

SOFTWARE SKILLS





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 standarď software and I can write and read multiple programming languages.

DOB:

24/03/1994

ADDRESS:

54 BEARDALL STREET. HUCKNALL, NOTTINGHAM, NG15 7RP

PHONE:

07511155171

EMAIL:

CONNOR 1994@HOTMAIL.COM

PORTFOLIO:

FINECHAPGAMES.COM/CONNORORTON





/connor.orton





/in/ConnorOrton @ConnorOrton

EXPERIENCE

DAMBUSTER STUDIOS, GAMESLAB

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.

CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES

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 the occurrence.



GAMES PRODUCTION BSC

CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES 2015-2017

Achieved first class honors. Studied game engines, programming, 3D workflow, animation techniques and virtual reality technologies.

LEVEL 3 GAMES TECHNOLOGY - BTEC EXTENDED DIPLOMA

CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES 2013-2014

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

CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES 2012

Achieved merit grade. Studied 2d games and their creation. Used Game Maker to make a 2D platform

LEVEL 2 ICT AND TECHNOLOGIES -BTEC DIPLOMA

NCN CLARENDON COLLEGE

2011

Achieved pass grade. Studied computer systems and their software and hardware capabilities.

PROGRAMMING LANGUAGES



Python JavaScript

Unreal Blueprint

MAXScript