



## CONNOR ORTON

Aspiring Games Developer



## PORTFOLIO HIGHLIGHTS

### PIXEL PINBALL ARCADE UNITY ANDROID ARCADE GAME

2020

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

2017

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

2016

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

2015

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

Unity 2021	●●●●●●●●●●
Unreal Engine 4	●●●●●●●●●○
Visual Studio	●●●●●●●●●○
Visual Studio Code	●●●●●●●●●○
Photoshop	●●●●●●●●●○
Source Control	●●●●●●●●●○

I am a highly motivated, passionate and dedicated individual whos dream is to build a succesful career in the games industry.

I have been interested in video games and how they are designed, developed and executed since an early age.

I have experience using most industry standard software and I understand multiple programming languages that relate to video games development.

### DOB:

24/03/1994

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## EXPERIENCE

### GAMES TESTER

DAMBUSTER STUDIOS, GAMESLAB

2021

Tested a game for Dambuster Studio's Gameslab Team. Completed a demo under specific conditions and then gave my feedback on how I would improve the game and I reported any bugs I found.

### GAMES TESTER

CONFETTI, INSTITUTE OF CREATIVE TECHNOLOGIES

2013

Tested a game by Legendary Games as part of my BTEC Extended diploma. Diagnosed and written several bug reports.

## FURTHER EDUCATION

### 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 game.

### 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

●●●●●●●●●●	C#
●●●●●●●●●○	C++
●●●●●●●●●○	Python
●●●●●●●●●○	JavaScript
●●●●●●●●●○	Unreal Blueprint
●●●●●●●●●○	HTML