

# 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 whos 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.

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# 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

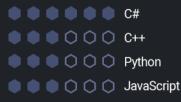
# LEVEL 2 ICT AND TECHNOLOGIES -BTEC DIPLOMA

### NCN CLARENDON COLLEGE

2011

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

# PROGRAMMING LANGUAGES



Unreal Blueprint

