Alexander Hillman

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Personal statement

A Graduate from BSc (Hons) in Games Technology and current student of the MSc Commercial Games Development at the University of the West of England – Bristol. I have experience with a range of game engines and languages as well as developing games of various genres, for multiple platforms. I often lead team projects, with the most notable being, leading that of a large-scale game project developed with over 30 other team members. I am currently overseeing and developing three projects simultaneously of varying game genres and platforms alongside working with clients on various projects. I am Looking for an interesting role as a gameplay programmer which utilises and develops my skillset.

Technical Skills

- **Unreal Engine:** Blueprints
- **Unity:** 2D, 3D
- **Languages:** C++, C#, Python, HTML5
- **Version Control:** Git (Gitkraken, Git Bash)
- **Other Software:** Visual Studio 2019, Blender
- **Project Management:** Git Issues, Trello, Slack

Work Experience

Summer Intern Programmer, Pretty Digital. Remote
(July 2022 – Present)

- Ported a PC version of a pre-existing Unity game to touchscreen devices
- Worked with an existing codebase to implement additional features and bug fix
- Communicated with the client to discuss design features and fulfil a brief
- Aided in preparing for release on IOS and Android platforms

Education

University of the West of England Bristol
(2022– Present)

MSc. Commercial Games Development

- Furthered understanding and skills in working with games engines (Unity, Unreal)
- Developing games for a range of platforms (PC, Oculus Quest 2)
- Experienced working within a simulated professional working environment
- Improved communication with team members of different skill levels/roles and external clients

Notable Modules – Commercial Games Studio, Games Research and Development, Creative Technology Dissertation (not yet undertaken)

University of the West of England Bristol
(2019– 2022)

2:1 BSc. (Honours) Games Technology

- Dissertation project: Tile-based procedural generation of cityscapes using WaveFunctionCollapse
- Developed programming skills for a range of game engines (Unity, Unreal) and languages
- Hands-on experience with PlayStation 4 development kit
- Took part in multiple game jams
- Worked with teams of varying sizes (5 - 30 people) and lead when necessary
- Understanding of the game development process, prototyping and system design

Notable Modules – Comprehensive Creative Technologies Project, Advanced Technologies, Commercial Games Development, Artificial Intelligence for Creative Technologies

Midsomer Norton Sixth Form
(2017– 2019)

Information Technology   – Distinction
Extended Project   – A
Global Perspectives & Independent Research – Merit One
History   – Merit One

Norton Hill School
(2012- 2017)

9 GCSEs, including Maths (7) and English (6 & 8)

Hobbies & Interests

On the programming side of games, I have recently found an interest in networking and mobile development, especially touchscreen interaction. As part of a team, I also enjoy participating in game jams such as the yearly Global Game Jam and most recently attempting the 2022 GMTK Game Jam.

I have recently re-experienced Assassin's Creed Origins after playing a previous title in the series and remembering how much fun and intuitive the parkour systems in these games are. I have also been playing lots of Deep Rock Galactic as it has captivated me with its interesting mechanics and fun gameplay loop. In addition to playing video games in my spare time, I also attend Bristol Unity and Unreal Developers meetups as often as possible to gain valuable insight and to network with others.

References

Mr Andy King	Dr. Constance Fleuriot
Associate Professor -Technology & Innovation	Indie Game developer
University of the West of England	
	Pretty Digital ltd.
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Relationship: Module leader and university Lecturer	Relationship: Internship with Pretty Digital developing touchscreen version of Wonzie World IP and additional programming