



CONNOR ORTON MA, BSC
Games Programmer & Designer

INTRODUCTION

I am a graduate of Indie Game Production MA where I achieved a pass and I'm also a graduate of Games Production BSc where I achieved first class honours. My other educational achievements include diplomas in the subjects of 2D, 3D game development and ICT. I can write code in several programming languages including C#, C++ and Python alongside having experience with the latest industry standard software, source control and most up to date game engines.

CONTACT

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SKILLS

Game Engine

- Unity ★★★★★
- Unreal Engine ★★★★★
- Game Maker ★★★★★

Languages

- C# ★★★★★
- C++ ★★★★★
- Python ★★★★★

Programming IDE

- Visual Studio ★★★★★

Art Software

- Photoshop ★★★★★
- Aseprite ★★★★★
- 3DS Max ★★★★★

Source Control

- GitHub Desktop ★★★★★
- SourceTree ★★★★★

Word Processing

- Microsoft Word ★★★★★
- Microsoft Excel ★★★★★

EDUCATION

Indie Games Production MA (2021-2023)

Falmouth University

- Achieved pass grade. Created several game projects in solo game jams in under 2 weeks. Studied games design, development and industry trends.
- Created an RTS tower defense game demo for dissertation.

Games Production BSc (2015-2017)

Confetti, Institute of Creative Technologies

- Achieved first class honours grade. Created an educational virtual reality survival skills simulation and RPG asset pack in Unreal Engine 4 using Unreal Blueprint. Created several 3D models using 3DS max. Researched industry trends and game design theory.

Level 3 Games Technology - BTEC Extended Diploma (2013-2014)

Confetti, Institute of Creative Technologies

- Achieved D*D*D* grade. Developed a visual novel written in Python. Worked in a team to create a game demo using Unreal Engine 3.

Level 2 Creative Media Production - BTEC Diploma (2011-2012)

Confetti, Institute of Creative Technologies

- Achieved merit. Developed a platformer in GML using Game Maker.

Level 2 ICT - BTEC Diploma (2010-2011)

NCN Clarendon

- Achieved pass grade. Learned basic ICT skills. Achieved level 2 functional skills English and Math.

GCSE (2010)

The Holgate Academy

- Achieved several GCSEs. Achieved A in ICT.

PORTFOLIO

Kingdom of Eternia RTS TD - (2023-Current)

Unity, C#

- Custom A* pathfinding algorithm for grid-based actions
- RTS mechanics (Unit hiring, ordering, combat etc.)

Blight of the Rose - Survival Horror Demo (2022)

Unity, C#

- 2D pixel art survival horror game developed as part of my MA. Co-developed with artist partner. Wrote all gameplay mechanics such as inventory, missions, crafting, and more.
- Multi controller and platform support.

Once Upon a Fantasy - RTS Demo (2021)

Unity, C#

- Tower defense game for android.
- Developed as part of my MA in under 2 weeks. Wrote all gameplay mechanics.

Pixel Pinball Arcade (2020)

Unity, C#

- Arcade game. Co-developed with artist partner. Wrote all gameplay mechanics. Published to Google Play store for free.

Battle Beasts - Asset Pack (2017)

Unreal Engine 4, UE4 Blueprint

- Developed an asset pack as part of my BSc that contains RPG mechanics inspired by the 'Pokemon' game franchise under a tight deadline.

Dash and Stack (2015)

Unity, C#

- 2D arcade game published to the Google Play store free for older devices.
- Currently being remade in HD.

EXPERIENCE

Retail Assistant (2010)

The Carpet Centre - Sutton-in-Ashfield

- Work experience as part of my GCSE's
- Developed communication, team building and DIY skills while assisting in managing a

Games Tester (2013)

Confetti, Institute of Creative Technologies

- Diagnosed bugs for a browser-based game as part of my level 3 extended diploma.
- Wrote several bug reports.

Play Tester (Various)

Dambuster Studios

- Have done a few paid playtest sessions for the studio for games under NDA
- Given in depth feedback of my experience