

Alfie Elliott

Technical Games Designer

Contact

Portfolio

alfie-elliott.com

Phone

Contact for mobile.

Email

contact@alfie-elliott.com



Skills

- Documenting & organising
- Teamwork
- Communication skills
- Leadership
- Deadline & time management
- Adaptable
- Problem Solving
- Games design theory
- Prototyping
- C# Scripting
- UE Blueprints

Software

- Unity
- Unreal Engine
- Blender / 3DS Max
- Git Version Control
- Adobe Suite

References

Upon Request

Profile

A recent games design graduate of the University of Gloucestershire. Skilful in prototyping and proficient in design and programming. I am adaptable, willing to learn, and always strive to push myself in my work. I am an organized, self-motivated individual and I am looking to transfer my 5 years of games development education into the industry.

Education

○ University of Gloucestershire, 2022 - 2025

Games Design

My time at university has challenged me beyond my comfort zone to create my best possible work. In my first year, I had my first opportunity to work in a team to create the local co-op zombie shooter "Occult Obliteration" which was selected to be showcased at the end-of-year convention. My second year saw me go above and beyond to co-develop a project outside my university assignments with the moral narrative game "Hotel Elysium" which was developed for an internal game jam. This experience was founded on strong self-motivation and management, and while development was brief was one of my favourite projects of the year. My final project "DISTRΩ" was the final gauntlet that tested my previously developed skills, incorporating strong teamwork and leadership to develop the online co-op logistics sim. Each year my hard work was recognised, receiving an award at our showcase events, earning "Best Level 4", "Best Indie Game" for Hotel Elysium, and "Best Designer" in my final year. My portfolio showcases my best work from my time at university.

- Advanced Unity game development.
- Expansion of games design and mechanical design.
- Level design using UE5 toolset.
- Group projects with members from Art and Programming subject areas.

○ Gloucestershire College, 2020 - 2022

Computer Games Design – Distinction*, Distinction, Distinction

My college education helped me build a strong foundation to grow from, initially I experimented using visual scripting software in Unreal Engine 4, however I later adapted what I had learned into scripting C# using Unity.

- Foundational understanding of games design.
- Analysis of games industry and company organisation.

Experience

○ Mediatonic, 2022

Work Experience – Studio Live: IntoGames

- Worked in a team to pitch a project to a mixed panel of developers.
- Assigned tasks to a team based on their skills to develop a high-quality pitch in a short time frame.
- Developed a prototype to further convey the premise and feeling of the pitch.
- Mentored and worked for a week under industry professionals.

○ Outdoor365, 2021 - 2022

Data Entry / Marketing Assistant

- Worked in an office environment using professional communication tools.
- Assisted a team in deploying a website under a deadline.
- Independently learned and used industry standard software to deploy webpages.
- Used company emailing systems to track and report progress and tasks and submit queries.