

LIAM MITCHELL | GAME PROGRAMMER

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PROFILE

BSc Games Development graduate experienced in industry-standard game engines and programming languages. Actively learning and seeking opportunities in web development alongside game programming. Willing to relocate.

TECHNICAL SKILLS

C++, C#	JavaScript	Git/GitHub	Wwise
Unreal Engine 4/5	HTML	Linux (Ubuntu)	
Unity	CSS	Command Line	

TECHNICAL EXPERIENCE

Box Game (Unreal Engine 4, C++) Collaboratively developing an Unreal Engine project using C++ and Blueprints. To be released on Steam.

Dungeon Slash (Unreal Engine 4, C++) Developed an Unreal Engine project using C++ prioritizing tasks with Jira.

Wwise Unreal Project (Unreal Engine 4, C++, Wwise, Blueprints) Integrated Wwise into Unreal Engine to create a convincing soundscape.

Hardest Route (Unreal Engine 5, C++) – Global Game Jam 2023 Collaborated with and managed a small team to code and design an Unreal Engine 5 project in under 48 hours.

Raycasting Engine (JavaScript, P5 library) Created a rudimentary raycasting engine using JavaScript and the P5 library to understand and execute the principles of the technique.

EDUCATION

Upper Second Class (2:1) BSc (Hons) Games Development at Norwich University of the Arts (2020 – 2023) While at university I worked on independent projects which required managing my time wisely and being self-motivated. I have taken part in many collaborative projects working with other disciplines including the Global Game Jam. I primarily used Unreal Engine and C++ but also gained experience in Unity and C#.

Distinction in Level 3 Diploma and Extended Diploma in Creative Media Production and Technology (Games Design) (2018 - 2020) At college I was introduced to Unity and C# and this is where I learnt the foundational skills of programming and Object Oriented Programming.

INTERESTS

Student representative for the Game Development course at Norwich University of the Arts, responding to student feedback and relaying to tutors to improve the course. Electric and bass guitar player, transcribing and writing music. Participated in many game jams including the Global Games Jam. Currently working on improving my chess rating.