Alan Horton

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Personal statement

I have currently graduated from Futureworks gaining a first in BA hons Game Design. I achieved an HND diploma in video game design at the City of Liverpool College before moving to Futureworks, I achieved a distinction in all my units. I see myself as a hard-working person who is enthusiastic and self-motivated, I love learning new software packages and broadening my current knowledge of all software I already use.

After working in the fitness industry for over ten years I have decided I want to return to my first passion, ICT and game design. Therefore, I have returned to higher education as a mature student in order to obtain a degree in games design. I intend to pursue a career in games design within the gaming industry

Technical Skills

Familiar software includes:

- Unreal Engine 4
- Maya
- Perforce
- Substance painter

- Bitmap2material
- Adobe Photoshop
- Adobe Premiere Pro
- Microsoft office packages

Excellent understanding of designing and prototyping in Unreal Engine and multiple pipelines used.

Relevant Experience

Jamfuser - competition of Tranzfuser
(March 2019)

Part of a team that entered Tranzfuser game jam competition Jamfuser. We created a game call The Last Spark, a small puzzle game where you must relight the world around you. The game was shown on Channel 5's Gadget Show in April 2019.

My role within the project was technical designer and supporting other areas of development.

Harlan Designs – Team leader
(January 2018 – Present)

Part of a team that takes parts in creating small games for game jams and prototypes. In early 2018 I was team leader for a mobile game Cracking Plur, a game for YouTube stars TwoSync, the game was a success and made it into the top 10 app downloads on iOS and trending on Google Play.

My current role within the company is technical designer, level designer and other areas of unreal engine. In addition to assigning task and project management.

Siemens VR Project – Team leader
(March 2017 – May 2018)

Part of a City of Liverpool College group project working in partnership with Siemens creating a virtual reality system for industry 4.0. The idea of the project is to have identical machinery and robotics in VR and the real world, so the user can control the machinery in VR which sends signals to the real-world machinery. This replicates the actions from the VR world and gives the company advantages like optimizing the workshop floor plan before applying it, saving time and money.

My role in the project was being the team leader taking control of the prototyping, level design and blueprinting.

Disgruntled Games LLC – Cursed Isles
(January 2018 – July 2018)

Working as a freelance level designer for an upcoming pirate game for VR and PC. My role within the company is to create levels and devise game mechanics for the sea battles based on concepts and my own research.

Education

Futureworks (2018 – 2019)

Game Design	BA Honours – First (83.5%)
Recent Modules	Game proposal – First (80%) Honours Project – First (87%)

City of Liverpool College (2016 – 2018)

Creative media in Game design	Higher National Diploma – Distinction in all units

Priestley College (2003 – 2005)

ICT	AVCE – C/D
Graphics Design	AS level - B

Woolston High School (1998 – 2003)

5 GCSE's grades C – E achievement including Maths and English
GNVQ in ICT achieved distinction

Employment

LiveWire Leisure Attendant 2006 - present	I have been with the company for over ten years and held multiple positions, currently as a leisure attendant. This job role requires me to have excellent communication, customer care skills and team skills to manage and supervise the swimming pool as this a key focus in this job. The job role also entitled, sales, cash handling, answering telephones, gym supervision and inductions.
Electronic arts Quality Assurance July 2005 – December 2005	My first job within the gaming industry, part of a small group testing multiple games on mobile devices. The main part of the job would to test and find bugs within the game and the report these to my supervisor. In addition to this we must complete reports and give feedback on the game been tested.

Hobbies and interest

From a young age I was amazed by video games, I would play all the latest titles that came out and would explore every level in the game, this is where my love for game design started. I started creating simple levels in the Quake 2 engine design kit at weekends and after school before I moved onto the Quake 3 and source development kits where I made levels and help create mod kits for the online communities.

Technology has come along way from when I first started playing games and the new technology like virtual and argument reality really fascinates me, it is something I would hopefully get to work on in the future and help design games for these new technologies.

From working in the leisure industry for several years it has got me into a lot of sports, some of these sports I have tried and other I enjoy watching in my downtime. Another passion of mine is traveling, I love to go to a new country and soak up all the culture and sights that is on offer, this year I was able to visit my seventy fifth country and plan to visit a couple of more over the next few years.

References available upon request