

# Liam Hynes

## Game Developer

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### About Me

Hi, I'm Liam. I have recently graduated from university, and I would like to work in the games industry as a level designer. I work hard and always set out to do the best I can at any challenge that comes my way. My dream job would be working with others as a level designer and help create a great game for players to enjoy.

### Skills

- Unreal Engine 4 & 5.
- Level Design.
- Basic Maya.
- Basic Photoshop.

### Previous Game Projects

All games listed were entirely developed and published by me.

- Dead Containment - PC
- Gravity Chef - Android.

### Achievements

- Wrote a first marked thesis on how the environment can be better utilized in level design.
- Solo developed and released a multiplayer on-rails shooter game on Steam, titled Dead Containment.
- Ran a Kickstarter campaign for Dead Containment which finished with 200% funding and received over 20k views.

### Education

- Anglia Ruskin University, Cambridge - 2016 to 2020 -  
BSc (Hons) Computer Gaming Technology - First Class Honours.
- Framingham Earl High School, Norfolk - 2007 to 2012 -  
11 GCSE's.

### Work Experience

- Grump Dog Games - Founder and Solo Developer (February 2020 - Present).
- Leaf Care Services - Social Media and IT (August 2017 - Present).
- Allicare - Administrative and Payroll Assistant (March 2015 - September 2016).

### Portfolio

My portfolio can be found at my personal website, [www.grumpdog.com](http://www.grumpdog.com).

