

Liam Hynes

Game Developer

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About Me

Hi, I'm Liam. I've recently graduated from university 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.

Skills

- Advanced Unreal Engine.
- Unity.
- C#.
- Level Design.
- Maya.
- Photoshop.

Previous Game Projects

All games listed are entirely developed and published by me.

- Dead Containment – PC. 100% rating on Game Jolt. 10,000+ views.
- Gravity Chef – Android.
- Johnny: The Adventures of a British Chap – Android.

Education

Anglia Ruskin University, Cambridge. 2016 – 2020.

- BSc (Hons) Computer Gaming Technology - First Class Honours.
- Framingham Earl High School, Norfolk. 2007 – 2012.
- 11 GCSE's.

Work Experience

- Leaf Care Services – Social Media and IT (Aug 2017 – Present)
- Allicare – Administrative Assistant (Mar 2015 – Sep 2016).
- Socium Marketplace – Front End Developer (Sep – Nov 2014).

References available on request.

