Liam Hynes
Game/Level Designer

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www.grumpdog.com/portfolio

About Me

Hi, I'm Liam, a recent university graduate with a passion for games development and level design. I've had over 2 years' experience in a games development role and I'm looking for a position where I can work with others to help create a great game for players to enjoy.

Skills

- Unreal Engine 4
- Unreal Engine 5
- Unreal Blueprints
- Unity
- ProBuilder
- Basic C#
- Maya
- Photoshop

Previous Game Experience

- Dead Containment (PC)
- Gravity Chef (Android)
- Worked on 2 unannounced games for a studio in a game designer role (PC, Console)

Achievements

- I wrote a thesis on how the environment can be better utilized in level design, which was marked at a first-class level.
- Solo developed and released a multiplayer on-rails shooter game on Steam, titled Dead Containment. The demo has been viewed and downloaded 50k+ times.
- Ran a Kickstarter campaign for Dead Containment which finished with 200% funding and received 20k+ views.

Education

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

Work Experience

- Grump Dog Games (February 2020 – Present) – Founder and Solo Developer.
- Leaf Care Services (August 2017 – Present) – Social Media and IT support.

Portfolio

My portfolio can be found at my personal website, **www.grumpdog.com/portfolio**.