

Liam Hynes Game Developer

liamhynes24@hotmail.com
www.grumpdog.com

About Me

Hi, I'm Liam. I've 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

- Advanced Unreal Engine 4.
- Unreal Engine Networking.
- Unity.
- C#.
- Level Design.
- Maya.
- Photoshop.

Previous Game Projects

All games listed are entirely developed and published by me.

- Dead Containment – PC – Funded Kickstarter game with 20k+ views.
- Gravity Chef – Android.
- Johnny: The Adventures of a British Chap – Adobe Flash and Android.

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.

References available on request.

