

HAYDN PECK

Technical Games Designer

CONTACT INFORMATION

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REFERENCES: Available on Request

ABOUT ME

Final year student looking for technical design experience within the games industry. Passionate about first person shooters and combat mechanics to create a fun and repetitive experiences, with a keen interest in modular workflows, which I have attempted to research and create in myself in personal projects. Along with creating games, I enjoy playing a variety of them too from Call of Duty and Destiny 2, to Runescape and Zelda.

SKILLS

- Technical Design Documentation
- Games Scripting
- Object Orientated Design
- Games Narrative development
- UI Functionality
- Critical Problem Solving
- Precise Project Planning
- Strong Collaborative Skills
- Clear Communication

I have shown a number of these skills within my personal projects which can be found on my portfolio website shown above.

SOFTWARE

- Unreal Engine 4&5
- Diagrams.net
- Microsoft Office (Word, Excel, PowerPoint)
- Adobe Creative Cloud (Photoshop, Premier Pro)
- Jira
- GitHub

WORK EXPERIENCE

Collaborative Project, Lead Technical Designer

- January 2023 – March 2023
- Lead Technical designer (Managing Juniors), implementation, Source Control Manager, and Technical Support.

Swim Safety, Lifeguard

- 2020-2023
- Working with diverse groups of people in varying team sizes to ensure safety of others in and around open water.

EDUCATION

Staffordshire University (Digital Institute London)

- 2020 to 2023
- Computer Games Design

Goffs School (A Levels)

- 2018 to 2020
- Studying (Computer Science (C), Media Studies (B), Geography(C))