

# Connor Beach

## Game Designer

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### SUMMARY

Creative and technically proficient game designer with a first class honours in Computer Games Technology from University of Portsmouth, skilled in Unity, Unreal Engine, C# and VR. I have a strong passion for crafting immersive narrative experiences, demonstrated through successful completion of various projects, some of which were featured in official University events and newsletters. My collaborative abilities and problem-solving skills were honed in team environments, where I excelled in designing and implementing engaging gameplay mechanics and creating memorable user experiences. Self-motivated and eager to contribute to a dynamic game development team and always excited to take on new challenges and learn new skills.

### EDUCATION

#### Bachelor of Science with Honours in Computer Game Technology (First Class)

09/2021 - 05/2024

University of Portsmouth

Portsmouth

Worked as a designer producing both individual and group projects to demonstrate and improve my creative and technical skills

- Designed three high-quality levels and gameplay systems in a multi-disciplinary group with industry professionals, making a unique VR experience using a four degree of freedom (4DOF) motion chair that was featured in the University newsletter and coursework showcase.
- Wrote a dissertation looking into the potential of a hybrid stealth and cooking game genre with research into current genre conventions and market feasibility. Produced a demo which was highlighted in a faculty showcase demo reel.
- Rapidly prototyped a prison-escape themed board game with customisable player pieces and modular game pieces which underwent rigorous peer and public testing.
- Designed a unique story-driven escape-room style game based on mature themes and created a detailed design document communicating design decisions and concepts.

### SKILLS

#### Technical

Unreal Engine Unity Git C# Debugging

#### Creative

Balancing Problem Solving Enemy Behaviour

#### Soft

Worldbuilding Communication Adaptability

### LANGUAGES

English Native ● ● ● ● ●

Russian Beginner ● ● ● ● ●

### MY MOTTO

If you can dream it, you can do it.  
- Sheralyn Silverstein

### INTERESTS



Magic: The Gathering - Resource Management/  
Problem Solving



Making YouTube videos - Critical Thinking  
reviewing and analysing  
games

### GAME JAMS

Participated in multiple game jams with new people to produce creative game concepts in a rapid time frame (e.g. 1 week) based on specific themes or prompts including:

- A 3D platformer where you play as a domino collecting other pieces, solving puzzles by using the ability to set up chains of dominos.
- An educational puzzle game centred on sacrificing a historical figure to a cult to prevent the end of the world.

## EXPERIENCE

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### Retail Assistant

 10/2016 - Present  Bognor Regis

#### Sainsbury's Supermarkets

Working as a general assistant in the fresh department replenishing stock on shelves as well as checking dates and reducing items.

- Assisting colleagues to complete remaining tasks
- Being adaptable to work in different departments
- Methodically recording disposals and completing required legal documentation
- Engaging with customers and helping with queries
- Using good time management to stay on track of expected deadlines
- Entrusted by managers to reduce items due to a established history of being responsible