

George Wall

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SUMMARY

Dedicated game programmer with hands-on experience in Unreal Engine 5 and C++. Proven ability to rapidly develop and optimize game mechanics, with a strong focus on creating engaging player experiences. Skilled in both solo and team-based game development environments.

PROJECTS & EXPERIENCE

Game Development Project — GDU #7 (Cabin)

JAN 2024

- Developed a first-person interactive puzzle game using Unreal Engine 5 and C++ in 5 days for Game Dev Unlocked Game Jam #7
- Implemented custom Interaction and Inventory Management Systems, enhancing player engagement and gameplay depth
- Designed and coded a basic Puzzle system, challenging players to collect and use items to escape the cabin
- Utilized Unreal Engine 5's advanced features while optimizing performance for smooth gameplay on mid-range hardware
- Overcame challenges in rapid prototyping, scope management, and performance optimization under tight time constraints
- Integrated immersive sound design to enhance the eerie cabin atmosphere

Stephanie Macnab Estate Agent — IT Support Specialist

JUNE 2022 - JUNE 2023

- Integrated CRM system with company website, reducing manual data entry by 40% and improving lead response time
- Identified repetitive user management tasks and developed an automated solution, demonstrating initiative in improving IT operations
- Developed a custom Python script for user profile management, saving 5 hours of IT work weekly
- Optimized network infrastructure, resulting in a 25% increase in overall system responsiveness

EDUCATION

Edge Hill University, Ormskirk — BSc (Hons) Computer Science (Games Programming)

SEPT 2020 - JULY 2023

- Final Year Project: Developed an Amnesia Awareness Prototype Game in Unity
- Relevant coursework: Game Engines, Games Programming, 3D Graphics Programming

Teesside University, Teesside — (CertHE) Computer Game Design

SEPT 2019 - MARCH 2020

- Collaborated With a Small Team on Multiple Game Projects

CERTIFICATION

Unity Associate Game Developer Certificate (June 2023)

TECHNICAL SKILLS

Programming: C++, C#, Python

Game Engines: Unreal Engine 5, Unity

Web Technologies: CRM systems integration

IT: Network optimization, automation scripting

Other: Git, Agile development, performance optimization

ACHIEVEMENTS & ADDITIONAL INFORMATION

Successfully completed a solo game development project within a 5-day game jam

Completed all core gameplay features and basic level design within 72 hours

Demonstrated ability to manage all aspects of game development, including programming, design, and asset integration

Active participant in game development communities and game jams