

MITCHEL TURNER

VIDEO GAME DESIGNER

PORTFOLIO

<https://www.mitchturnerdev.com>

Contact Details

-  mitch.turner.dev@gmail.com
-  07775434339
-  [linkedin.com/in/mitch-turner-dev](https://www.linkedin.com/in/mitch-turner-dev)
-  Rugeley, Staffordshire, UK

Education

Masters of Science in Video Game Design

Grade: Distinction
Staffordshire University
2020-2021

Bachelors of Engineering in Video Game Design and Production

Grade: First Class
Staffordshire University
2017-2020

Skills

Unreal Engine 4/5 - Experienced

- Blueprint - Experienced

- Level Design - Experienced

3DS Max - Intermediate

Adobe Photoshop - Experienced

Perforce Jira/Confluence - Intermediate

Unreal Scripts - Beginner

Summary

Graduate level game designer dedicated to pursuing a career in game design and attaining an AA or AAA level position within the industry by offering strong foundational knowledge of game design principles and multiple different genres of work. Dedicated to creation of innovative ideas and collaboration within a dynamic design team.

Experience

MyPlace Support Services Australia - Disability Support Worker

October 2022 - June 2023

- ✦ Committed Disability Support Worker with expertise in using video games as a therapeutic resource for clients and a specialisation in teaching Unreal Engine 5, offering valuable skills to clients.
- ✦ Utilised knowledge of game design and storytelling to host Dungeons and Dragons sessions for clients during respite, promoting engagement and recreation in a new area the company had not previously engaged in.

Bouygues Energies and Services - Security Controller

October 2020 - July 2022

- ✦ Experienced Security Controller with a strong background in risk assessment, crisis management, compliance, and live documentation updates.
- ✦ Adept at assessing and mitigating risks, skilled in crisis management for quick and effective responses to security issues and known for excellent attention to detail and organisational skills.

Jamfuzer - Leap of Space

2020

- ✦ Improved character movement through effective problem-solving skills, transitioning from keyboard input to directional mouse input, resulting in a more intuitive and responsive gaming experience. Enhanced player feedback by implementing directional mouse input for a more user-friendly interface.
- ✦ Utilised pacing and level design techniques to create a challenging yet enjoyable gameplay experience, effectively engaging players and maintaining their interest.

UKIE Games Jam

2018, 2019

- ✦ Created custom UI elements using Photoshop to match the theme and aesthetic of the game's development, contributing to a successful game jam project.
- ✦ Leveraged Unreal Engine's blueprint system to design and implement puzzles and traps within the game, integrating design skills, creativity, and technical expertise to meet development goals and objectives.

Global Games Jam

2018

- ✦ Focus on level design and character mechanics for positive feedback, as well as keeping up moral support within the group on low hours of sleep.

Simply Vapour - Retail & Photography Assistant

2016 - 2019

- ✦ Assisted 20+ customers to make purchases per day, as well as keeping returning customers up to date with new products.