

Scott Hamilton

Game & Level Designer

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• Summary

I'm a creative and passionate game designer specialising in Unreal Engine 4 and SketchUp with a focus on level design. I'm due to graduate university this summer with the predicated grade of a first-class degree.

• Work Experience

Rebellion Developments (2019)

Rebellion's Senior Environment Artist and Level Designer Saija Wintersun chose me from a selection of 30 Game Design students to visit Rebellion's Oxford studios for a shadowing day.

Soccer Manager (2017, 2019)

QA for both Football Clash All Stars (2017) and F2 Global Tekkers (2019) in which I played beta versions of the games and offered feedback.

Game Jams (2017 - Present)

Worked as a leader, technical and level designer across multiple game jams, producing various mechanics and playable scenarios.

TTGames (2016)

A week-long work experience session where I worked with Lead Designer Steven Thornton and TT Games' level designers to create a LEGO game pitch document.

• Education

BA Games Design (Hons) - University of Central Lancashire (2017-2020)

Games Design, an overall study of the production of games in the industry and being taught the fundamental technical skills of game development, including Unreal Engine 4, Autodesk Maya and SketchUp as well as the thought process and technical development of designing game levels.

• Achievements

Nominated for The Award of Creative Excellence in Game Design

While in my third year of university I was nominated for the Award of Creative Excellence in Games Design presented by The Great Northern Creative Expo 2019, only three candidates were chosen from the entire course, including masters.

Winner of the 2019 UclanerJam

I lead a team of seven designers to create the winning game in three weeks. The judges were Peter Field (Level Designer Naughty Dog/Media Molecule) and Gary Napper (Game Director Supermassive Games).

• Hobbies and Interests

In my free time I enjoy creating pixel art, specifically Pokemon related characters, there's something I find very relaxing about creating art pixel by pixel. I also enjoy reading, Horror and Science Fiction being my genres of choice, as well as making memories with my friends playing Dungeons and Dragons.

• Software

Unreal Engine 4 (3+ years experience)
Google SketchUp (3+ years experience)
Autodesk Maya (2+ years experience)
Adobe Photoshop (2+ years experience)
Trello (2+ years experience)

• Other Skills

Experience in creating Game Design Documents, Level Plans, Level Walkthroughs and with project management tools such as Trello.

• Qualities

Cohesive team member and team leader, passion for gaming and creating levels, I enjoy my work and want to spread that joy with the people I work with and the people I make games for. Familiar with multiple programmes and methods of design and I'm always willing to learn more.

• Favourite Games

Baba Is You (2019), Zelda: Breath of the Wild (2017), Celeste (2018), Snipperclips (2016), Super Mario Maker (2015).

• References

Josh Wright

UCLan Game Design Lecturer
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Saija Wintersun

Senior Environment Artist at Rebellion
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Steve Thornton

Lead Games Designer at Sperasoft
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