Oliver Macdonald
Game Developer

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Education:

Falmouth University: Game Development Programming (Sept 2022 – June 2026)

Working both individually and within group projects on game projects with a focus on Programming & Unity.

Truro & Penwith College: UAL Level 3 Extended Diploma in Games Development (Creative Media Production) (Sept 2021 – August 2022)

General Introduction to Game Development, Learning skills in many different aspects of Game Development. Including Programming, 3D Modelling & Texturing.

Skills:

Unity Game Engine, Affinity Software, C#, HTML & CSS, Git & Version Control, Game UI Design

Experience:

The Idle Undead – An ongoing personal project for me, solely created by myself, It's an Idle Clicker Game planned to be published for PC & Mobile Devices. It's given me time to practice and work on many skills like UI Design, working in a game engine like Unity, and the process of self publishing a game adhering to platform rules & guidelines.