

GEORGE LARTER

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SUMMARY

Dedicated game design student with practical experience in Unity, Unreal Engine, C#, Blender, Maya, and Z Brush. Skilled in 3D modelling, texturing, and visual design using Photoshop, Substance Painter, and Figma. Programming experience in Python and C#. Strong problem-solving abilities with demonstrated success delivering high-quality projects in individual and collaborative environments. Focused on creating engaging gameplay experiences and developing innovative game concepts from prototype to completion.

EMPLOYMENT

Crew Member

McDonalds, Hull, East Riding of Yorkshire

December 2021 – Present

- Coordinated weekly deliveries and maintained organised inventory for the store, ensuring accurate stock placement.
- Tracked and documented all incoming food items to maintain compliance with food safety requirements.
- Worked effectively with teams of 10-15 staff during busy periods, demonstrating reliability and strong communication skills.

EDUCATION

BA Game Design September 2023 - Present

University of Hull at Kingston upon Hull

- Expected Grade: First Class Honours (based on Year 2 average: 81%)

A-Levels September 2021 - May 2023

Wolfeaton School and Sixth Form College at Kingston upon Hull

- Studied Art & Design, Photography, and History, developing a strong foundation in visual composition, creative analysis, and contextual thinking.

GCSEs September 2016 - May 2021

Wolfeaton School and Sixth Form College at Kingston upon Hull

- Completed secondary education with a broad foundation in core academic subjects, supporting later specialisation in design and programming.

SKILLS

Game Engines: Unity & Unreal Engine

Programming: C# & Python

3D Software: Blender & Maya & ZBrush

Adobe: Photoshop & Substance Painter 3D

UI/UX: Figma

Version Control: GitHub

Other: Rapid Prototyping, Agile Development, Time Management, Problem Solving, Team Collaboration and Adaptability

INTERESTS

Passionate about video games, both playing and developing, with experience experimenting with gameplay mechanics.

Enjoy coding projects and building new ideas and technologies.

Curious about emerging tech and applying creative solutions through software development.

Interested in Space.