GEORGE LARTER

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First Class BA (Hons) Games Design graduate specializing in simulation and interactive media development. Core expertise in Unity and C#, with a track record of delivering polished, high-quality projects independently and in collaborative teams. Currently building toward the space and simulation sector, combining strong 3D/technical art skills with a focus on engaging, technically robust gameplay from prototype through to completion.

SKILLS & ABILITIES

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, Problem Solving

EXPERIENCE

Crew Member
McDonald's, Hull, East Riding of Yorkshire | December 2021 - Present

- Managed weekly stock deliveries and inventory organisation, ensuring accurate placement and zero compliance issues across multiple audits.
- Maintained rigorous food safety documentation, tracking all incoming stock in line with regulatory standards.
- Performed reliably within fast-paced teams of 10 - 15 during peak periods, developing effective communication and pressure-management skills over 4+ years of continuous employment.

EDUCATION

BA (Hons) Game Design - First Class Honours
University of Hull, Kingston upon Hull | September 2023 - June 2026

A-Levels: Art & Design, Photography, History
Wolfreton School and Sixth Form College, Kingston upon Hull | September 2021 - May 2023

GCSEs
Wolfreton School and Sixth Form College, Kingston upon Hull | September 2016 - May 2021

PROJECTS

Artemis II Mission Tracker - Unity (Personal Project)

- Built an interactive Artemis II mission tracker in Unity 6, integrating NASA's API to drive an accurate real-time data model.
- Sourced and applied NASA imagery for Earth and Moon textures, with a 3D spacecraft model from Sketchfab for visual accuracy.
- Implemented live speed and Earth Moon distance readouts alongside a visualized flight path.
- Added a scrollable timeline control allowing users to move back and forth through the mission.

VR Horror Wheelchair Experience - Unity, Meta Quest (University Solo Project, Emerging Tech Module - 85/100)

- Designed and built a solo VR horror experience for Meta Quest raising awareness of the daily challenges faced by wheelchair users, with a level built around obstacles and tight spaces to convey real-world accessibility barriers.
- Solved core locomotion challenge by building a custom C# system translating VR hand-tracked arm movements into physically realistic wheelchair-pushing motion.
- Achieved convincing, physically grounded movement feel — the project's standout technical achievement.

Half-Life Inspired Level Design - Unreal Engine 5 (University Solo Project, Level Design Module – 95/100)

- Designed and built a single-player level in Unreal Engine 5, heavily inspired by Half-Life and Half-Life 2, with a focus on layout design and environmental puzzles.
- Built a custom grab-and-move interaction mechanic allowing players to physically manipulate objects in the world.
- Implemented a CCTV system that actively tracks the player to sustain tension and engagement.
- Achieved authentic Half-Life pacing and scale by carefully balancing room sizing against puzzle flow, the project's core design challenge.