

CONTACT ME

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EDUCATION

University of Greenwich

2022 - 2025

BSc (Honours) Digital Games Design and Development (Modelling and Animation)

Grade: 2:1

Havering Sixth Form College

2020 - 2022

Creative Media, Games Design and Development

Grade: Merit / Merit

A-Level Graphic Design

Grade: B

Abbs Cross Academy

2015 - 2020

10 GCSEs Grades 7 - 4

AWARDS & ACCOLADES

2025 Custom Cats, Murpy's Gift Delivery Service, and Gone Fishin' shown at University of Greenwich Digital Shark Expo.

2024 Finalist - Best Student Game at the TIGA Awards.
So You're Tellin' Me... ? shown at University of Greenwich Digital Shark Expo.

2023 Orc Tennis shown at University of Greenwich Digital Shark Expo.

2022 Full UK Driving License

2020 Headmaster's Commendation for Exceptional Conduct and Attendance
Advanced DBS Check

HARRY HALL

GAME DESIGNER & DEVELOPER, AND 3D MODELLER

PROFESSIONAL SUMMARY

I'm a dedicated and creative Games Design and Development graduate from the University of Greenwich, with a strong focus on game design, development and 3D modelling.

I'm a collaborative team player, that thrives under pressure. I enjoy solving problems in fast-paced environments.

I'm eager to apply the skills I've developed through my academic journey as a foundation for real-world experience and professional growth. I'm also highly motivated to continue learning and expanding my skill set to support both personal and career development.

ACADEMIC PROJECTS

Game Designer and Developer

2024-2025 | *Custom Cats* | *Solo Project*

- Developed a 3D cat character customiser in Unity, featuring fully animated characters and interactive gameplay.
- Created all 3D models using Blender and designed UI assets in Adobe Photoshop.
- Programmed character customisation and gameplay functionality using C#.
- Produced character animations to enhance user interaction and overall visual appeal.

Game Designer and 3D Modeller

2024 | *Gone Fishin'* | *Group Project*

- Collaborated on a 3-month team project to develop a VR fishing game.
- Designed 3D game assets using Blender and promotional materials using Adobe Photoshop.
- Contributed to environmental storytelling by creating in-game posters and UI assets.
- Conducted research on fish species to inform in-game content and enhance realism.
- Designed visual assets for the game's Itch.io page to support public release and presentation.

KEY SKILLS

Software

Game Development: Unity, Unreal Engine 5

3D & VFX Software: Blender, Maya, Houdini

Programming Languages: C#, JavaScript, HTML

Design & Creative Software: Adobe Suite, Photoshop, Illustrator, InDesign, Premiere Pro, After Effects

Version Control: GitHub, GitKraken

Other Tools: Microsoft Office Suite

Personal Skills

Active listening, excellent communication and organisation skills, teamwork, diligent time management, creativity and logical thinking.

INTERESTS AND HOBBIES

In my spare time, I enjoy expanding my 3D modelling skills in Blender. I'm a multi-instrumentalist, playing bass guitar, guitar, ukulele and more. I also share a hobby with my father restoring and reselling vintage cars.

I'm a gamer, with interests ranging from competitive titles like League of Legends to narrative-driven games like Elden Ring and Rematch. I regularly engage with anime, manga, comics, and films, and stay up-to-date with trends in the game and film industries.

Game Designer and Asset Creator

2023-2024 | *So You're Tellin' me ... ?* | Group Project

- Created all 3D assets and a 30-second story animation using Blender; edited final cut in Premiere Pro.
- Designed menu UI assets in Adobe Photoshop and Illustrator.
- Programmed Main, Win, and Loss menus in Unity, including custom particle and visual effects.
- Built the physical housing for a custom Arduino controller used with the game.
- Project was **shortlisted for the TIGA Best Student Game 2024 award.**

EMPLOYMENT HISTORY

Construction Assistant

2020 - 2025 | *Force4Design*

- Supported on-site operations by gathering materials and maintaining a clean, safe work environment.
- Assisted electricians with wiring and installation of electrical appliances.
- Conducted PAT testing to ensure appliance safety and compliance.
- Applied strong problem-solving skills in fast-paced, hands-on situations.
- Enhanced DBS checked for working in secure or sensitive environments.

Runner

2022 | *Conceded Short Film*

- Assisting and supporting different departments.
- Taking the initiative to perform certain tasks.
- Communicating effectively with those on set.
- Keeping to a deadline by making a shooting schedule.

Short Film Extra

2019 | *Untitled Short Film*

- Attending casting sessions and selecting actors.
- Working quickly and efficiently.
- Maintaining a professional attitude.

REFERENCES AVAILABLE UPON REQUEST