

Harrison Walker-Salkeld

Game Designer

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Recent Work Experience

Atomicom

April 2021– March 2022

- Level Design
- Working in UE4 and Source control
- Reviewing and evaluating game levels
- Working from home
- Implementing audio on assets
- Assisting in testing levels and gameplay for bugs
- Assisting in organisation of project in engine

EE

Jul 2022– Present

- Sales Advisor

Hibou Blanc

April 2021– August 2021

- Fine dining waiter

Education

Teesside University

BSc (Hons) Computer Games Design

Sep 2018– March 2021

Graduated with a First Class Honours

Modules Included: Mission Design, Journeyman, Beta Arcade, Final Year Project

Durham Sixth Form Centre

UAL Level 3 Creative Media Production & Technology (Games Development)

Sep 2016 – Jul 2018

Distinction, Distinction

Philosophy A-Level

Sep 2016 – Jul 2018

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Education

Duke of Edinburgh Award

Bronze and Silver award

Double Eleven Closed Playtest Event

I participated in a playtest event for Double Eleven in which I gave feedback on an upcoming title

About Me

Hi I'm Harril! I've been making video games in one aspect or another for six years. Most recently I worked at Atomicom as a level designer. In particular I specialise in level design. I believe videogames can offer a unique storytelling experience. Furthermore, I have a passion for music and I would like to use music and video games to tell stories in integrated fashion.

Software

Unreal Engine 4 & 5

Autodesk Maya

Audacity

Microsoft Office

Github

Skills

Game Design Principles

Level Design & Blockout

Blueprinting

System Design

Production Management

Playing Guitar

Hobbies

Music/Guitar

I've been playing guitar for 7 years and I upload on a small account on Instagram

Reading

Non-fiction or fiction I love a good book to get lost in