**Liam Murray's CV**

**Overview**

I am a hardworking and level-headed programmer with plenty of ideas and plenty more passion for games. After playing games all my life and in the last 10 years, studying games, I am seeking to use this drive within me to further not just my skills, but my love for gaming too.

**Technical Skills**

* Unreal Engine (Proficiency in Blueprints)
* Unity Visual Scripting
* Higher Understanding of Python
* Familiarity with SQL
* Ability to learn more programming languages quickly

**Other Skills**

* Team leadership
* Problem solving
* Working with clients
* Working under pressure

**Key Projects**

**Umbro Impact** Feb 2023 – Present Day:

An Endless Runner made in Unreal Engine for Umbro China as part of the Umbro X UEL Collaboration.

I was the Lead Games Designer and Programmer of a team of 3.

The collaboration received a DIA Honourable Mention in 2023 and reached over 120 million people.

The game was exhibited at London Fashion week at the UEL Stratford Campus, in Shanghai for Shanghai Fashion week and my team showcased our work at EGX at the London Excel Center.

There is so much more coming and much more to tell.

**CatName.exe** Feb 2024 – May 2024:

A 2D Puzzle Platformer made in Unity where you play as a cat inside a computer and must uncover a hidden story.

I am the Lead Game Programmer of a team of 5.

This game is inspired from early 2000 desktop nostalgia and focuses on the sad but heartwarming story of the cat.

**Final Major Project** Feb 2024 – May 2024:

This is a showcase of my ideas for a character modelled in Blender and Animated in Unreal Engine.

This is a solo project involving 3D modelling and animation.

My main intention with the project is to emphasize my ideas and character design skills, with that being showcased through a 3D model that is animated. I have planned out a backstory, character arc, personality, and fighting style for a character, and intend to showcase all of this in a mock-up boss fight with the character.

**Work Experience**

Kitchen team member for Eat at the Works: August 2018 – March 2019

Catering assistant for Churchill Catering Ltd: April 2019 – July 2022

Kiosk team member for Yo! Sushi: July 2022 to present

Applicable skills learned:

* Teamwork
* Training
* Time management
* Sales
* Customer service

**Education**

University of East London – BSc (Hons) Computer Game Development (2021 – 2024)