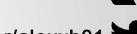
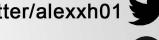
Alex Hamer

DOB: 02/07/2001 Based in Bath, United Kingdom alexhamer01@gmail.com

artstation/ahamer



twitter/alexxh01



Skills

github/ahamer2001

Multiple Skill Sets Teamwork

Adaptability Communication

Unreal Engine Problem Solving

Houdini Adobe Creative Suite C++ VSCode Adobe Substance

Project Management Tools Git

Qualifications

MSc Game Development University of Gloucestershire September 2022 - August 2023 Distinction

BSc Computer Games Design University of Gloucestershire September 2019 - June 2022 First Class with Honours

A Levels

Portsmouth Grammar School September 2017 - June 2019 Maths, Physics, Design **Technology**

Achievements

TIGA Awards Creative Assembly 2023 Best Student Game Shortlist

COMX 2023

Best Group Project Winner Best Masters Student Nominee Best Programmer Nominee Master of Game Development Nominee

COMX 2022

Best Level 6 Nominee Best Programmer Nominee

Technical Artist with a passion for both art and programming, specialising in volumetrics and shaders. Broad base of technical skills including Unreal Engine, Houdini, Adobe Suite, as well as experience in gameplay programming, environment art and level design. Remains calm under pressure with a friendly disposition. Wellrounded ability to creatively problem-solve and offer relevant quidance.

Work Experience

Technical Artist - Freelance SideFX - Project Pegasus

July 2023 - Jan 2024

As a part of SideFX's latest tech demo Project Pegasus. Working on tools to allow artists to bring AAA quality volumetric data, such as clouds and fog, from Houdini into Unreal Engine 5 to create new levels of higher quality environments.

Technical Artist - Freelance Invicta

July 2023 - Ongoing

Working with a team of artists producing war documentary videos on YouTube, assisting in the development of production in Unreal Engine. Developed tools to extend the engine's capabilities and enhance the workflow of the creatives on the team.

Technical Artist/Lead Programmer **7Spoons**

September 2022 - July 2023

Lead Programmer and technical artist for "Burger Zombies" an action shooter game which was exhibited at Insomnia Gaming Festival 2023 and subsequently released on Steam. Main roles included gameplay programming, shaders, level design, and systems.

Customer Assistant Waitrose

September 2023 - Ongoing

Working as part of a team in a variety of departments within the store, taking on different challenges daily. A customer focused role assisting customers and colleagues as and when necessary. The fast-paced environment required proficient communication skills and quick decision-making which helped to support the customer and enhance their experience within the store.