

# Alex Hamer

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DOB: 02/07/2001 Based in Bath, United Kingdom

artstation/ahamer 

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. Well-rounded ability to creatively problem-solve and offer relevant guidance.

twitter/alexhx01 

github/ahamer2001 

## Skills

Teamwork

Multiple Skill Sets

Adaptability

Communication

Unreal Engine

Problem Solving

Houdini

Adobe Creative Suite

C++

VSCode

Adobe Substance

Project Management Tools

Git

## 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.

## 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