

George Hewitt

Technical Games Designer

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Profile

I am a technical game designer, recently graduated from The University of Staffordshire, with experience designing and making games in Unreal Engine and Unity. I have a passion for problem solving and considering player perspectives to design for the best user experience. I enjoy working in multi-disciplinary teams, with some of my strongest projects emerging from collaboration.

Games Experience

2026 Gameplay and Systems Design and Tech

Mage Mail - Chaotic co-op fun in a fantasy post office, handling packages quickly to keep the boss happy.

- Developed in team of 6, using Unreal Engine 5
- Handled gameplay and systems design
- Gameplay and level scripting with UE5 Blueprints
- Univerity-chosen entry for Game Republic student awards

2024/5 AI and Systems Design and Programmer

Frostbreak - AI driven RTS game were villages attempt to survive and grow under harsh condition. Solo-developed in Unity (C#).

- Design, developed, balanced systems - resource, building, farming, growth.
- Created AI for villages / agents, handling gameplay decisions.

Work Experience

2022 HMRC - Front Line Manager

Managing a team, performance, large-scale business changes. Lead a work placement project, resulting in multiple hires.

2021 HMRC - Customer Service Consultant

Diverse customers, sensitive and complex circumstances.

2020 Grape Tree - Hand Packer

Communication and tasks management

2019 Greggs - Team Member

Customer experience and task management

Education

Staffordshire University and British University Vietnam

- BSc Computer Games Design and Programming (1st Class)
- MSc Computer Games Design (1st Class)

King Edward VI College Stourbridge

- A Levels
- Maths (A), Biology (B), Physics (C), Further Maths (C)

The Wordsley School

- GCSEs (5 A*s, 5 As, 1 B)

Technical Skills

- Game Engine: Unity Engine (including C#), Unreal Engine 5 (including visual scripting)
- Adobe: Photoshop, Illustrator, InDesign
- Microsoft: Excel, Powerpoint, Word, Teams
- Misc: GitHub, Plastic SCM, Notion, Trello, ClickUp, Miro
- Areas of interest: UX/UI, Progression Systems

Soft Skills

- Keen attention to detail
- Great communication skills
- Project management skills
- Leadership skills
- Level head under pressure