

George Hewitt

Technical Games Designer

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Profile

I am a Games Design Masters student at The University of Staffordshire, with experience designing and making games in Unreal Engine and Unity. I have a passion for problem solving and through considering player perspectives, I enjoy designing for 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
 - University-chosen entry for Game Republic student awards
- 2024/5 **AI and Systems Design and Programmer**
Frostbreak - AI driven RTS game where villages attempt to survive and grow under harsh conditions. 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 (Graduation 2026)

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