



Ayran Olckers

Video Game Designer
Jedi

EXECUTIVE SUMMARY

I am a video game designer who is fully committed to designing and developing unique and innovative games that users will love. With special interest in developing, prototyping and testing unique game mechanics and narrative design.

CAREER HIGHLIGHTS

For my Placement year, I was given the opportunity to design and work on bringing my story alive through game (currently still in development) where I was sole developer and designer of the whole project from Initial concept to prototyping.

CONTACT DETAILS

LinkedIn: ayran
Mobile: +44 77 9936 1308
Email: ayrantolckers@gmail.com
Portfolio: www.ayran.dev
GitHub: TheGeekiestOne
Address: Ealing, London, W5

WORK EXPERIENCE

Game Designer & Developer - Student Placement

Unnamed Company (Start Up), 07/2020-08/2021

- To Develop and Design a brand new game utilising my own story
- Using Unreal Engine 4 (currently progressing to UE5)
- Utilising Game Design methodologies
- From Concept to prototyping
- Utilising an Agile and Waterfall Methodology to develop the game.

Windows Support Specialist II

Rackspace Ltd - 2017 - 12/2019

- Providing support on Windows based server systems
- Supported Windows Servers, AWS, GCP, Azure.

ACADEMIC HISTORY

University of Westminster

BSc Computer Games and Development (Sandwich Year) - 2022

I am currently in my final year just completed my placement year as a game designer.

My Final year project will be on Creating interactive narratives or engaging puzzles using modern games engines.

Modules:

Final Year (3rd Year)

- Final year project
- Advanced Maths and Game AI
- Advanced Interactive Media Development
- Game Development Group Project
- Networked Games & Security

Second Year

- Object-Oriented Programming
- 3D Graphics Programming
- Game Development Group Project
- Game Engine Architecture
- Applied Mathematics and Physics for Games
- Algorithms: Theory Design and Implementation

First Year

- Computer Systems Fundamentals
- Game Development Group Project I
- Mathematics for Games Development
- Programming Principles I
- Programming Principles II
- Web Design & Development

TECHNICAL SKILLS

I am proficient in programming (python, C#, Visual Scripting), HTML and CSS, Adobe Photoshop, 2D and 3D Video Graphics, Blender, Unreal Engine (4 & 5) and Unity.