Liam Whiting liammwhiting@googlemail.com

[http://www.liamwhiting.com](http://www.liamwhiting.tumblr.com)

I am a recently graduated game developer with a MA from the University of Bolton in Games Development, who is dedicated to the creation of games and the furthering of the discipline.

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| Software Familiarity | Specializations |
| * Adobe CC | * Programming |
| * Maya | * Project Management |
| * Microsoft Project + Trello | * Social Media |
| * Unreal Engine | * Video Production |

# Released Projects

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| --- | --- |
| Pig Loose | Released 20/05/2017  Available at: <https://goo.gl/U3gdxA> |
| Project Meerkobra | Released 07/08/2017  Available at: <https://goo.gl/7Hq5nL> |
| Meeko Match | Released  Available at: |

# Work Experience

|  |  |
| --- | --- |
| tbfstreaming.com | February 2014-September 2014 |
| Studio Hex | September 2016 - Current |
| Global Test Network | December 2016 - Current |

# Testing

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| Bloodborne Alpha | Brawlhalla Beta |
| Dark Souls 2 Beta | Dark Souls 3 Beta |
| Destiny Alpha & Beta | Doom Alpha & Beta |
| For Honor Beta | Heroes Of The Storm Beta |
| Nioh Alpha & Beta | Rocket League Beta |
| Starcraft 2 Legacy Of The Void Beta | Street Fighter V Beta |
| The Elder Scrolls Legends Beta | The Elder Scrolls Online Beta Test |
| The Tomorrow Children Beta | Titanfall 2 Beta |

# Education

University Of Bolton

MA Games Development 2016 - 2017 Grade: Pass

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| Work For Hire Project |
| Specification And Professional Practice |
| Console Development Project |

Games Programming BSc 2013 - 2016 Grade: 2.2

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| Introduction to Games Programming |
| Games Mathematics |
| Scholarship |
| Mechanics & Metrics |
| Object Oriented Games Programming |
| Introduction To Level Design |
| Data Structures for Games |
| Applied Physics |
| Games Hardware, Architecture & Peripherals |
| Software Engineering |
| Employability & Enterprise |
| Programming |
| Advanced Game Engine Architecture |
| Advanced Games Techniques |
| Advanced Game Implementation |
| Research Methods |
| Major Project |

# Interests

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| Games & the surrounding culture | Film |
| Music | Wrestling |

# References

Available upon request.