

# HARRY WRIGHT

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## SUMMARY.

I am a versatile game designer with 4 years of experience in development on multiple engines. I am currently a level 5 student at Anglia Ruskin Cambridge University. I've got a list of games I have made on [my portfolio](#), personal, university and professional. I also take part in Norfolk Game Developers and assist in introducing new members to the meetups, welcoming them to the studios, and taking part.

## EXPERIENCE:

**February 2025 to current**

### **Waiter and Barista**

**The Willows – Norwich, Norfolk**

- Served customers with a positive attitude
- Maintained high drink hygiene when preparing drinks

**December 2025 to current**

### **Tech Designer**

**Red Rat Games – Remote**

- Made Efficient Designs and implemented them into the engine.
- Worked with a large-scale team.

**July 2025 to August 2025**

### **Unreal Engine Development Work Experience**

**The Vampire's Manor – Remote**

- Made Efficient Engine Scripts
- Created documentation of work to effectively convey ideas.

**March 2023 to December 2024**

### **Food and Beverage Worker & Supervisor**

**ROARR! – Lenwade, Norfolk**

## RELEVANT EDUCATION:

**City College Norwich**

– Norwich, Norfolk

**2021 – 2024**

**Diploma of Higher Education Level 3 -**

**Higher: Games Design**

**Final Grade – Distinction**

**Anglia Ruskin Cambridge**

– Cambridge, Cambridgeshire

**2024 – 2028**

**BA(Hons) Computer Game Design**

**Final Grade - TBA**

## SKILLS:

### **ENGINES:**

