Hal Barwick – Resumé

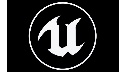
Email: [halbarw@outlook.com](mailto:halbarw@outlook.com)

Portfolio: <https://halbarw.wixsite.com/mysite>

ABOUT ME :

I’m a Designer, just finished studying my Master’s at Falmouth University. During my time on this course and the undergrad, I’ve participated in an absolute heap of projects: both those mandated by the course and any other opportunities I could get my hands on. I’m a deeply passionate Designer, with a love for creating and testing spaces that inspire and immerse audiences from all walks of life.

SOFTWARE SKILLS :



UNITY (5 Years) – Proficiency in use of Unity for all aspects of Game development; a ton of experience with Probuilder – for creation of Greybox/more detailed geometry. I am also highly competent in the setting up of scene elements, programming and implementation of C# scripts, design and customisation of UI elements etc.

UNREAL (1 Year) – In the time since Undergrad, I have branched out into experimenting with Unreal Engine in my free time, particularly familiarising myself with the ‘Blockout Tools Plugin’ for level design purposes.

ASEPRITE (4 Years) – Experienced in creation of pixel art in a variety of styles.

OTHER SKILLS :

PROJECT MANAGEMENT – Responsible for coordinating workflow of various disciplines in multiple projects. In many instances taking on the role of Project Manager alongside other design and coding tasks. I intimately understand what is required to complete a project on schedule, and ensure all other team members are comfortable with their role in achieving this.

ADAPTABILITY – The unpredictable nature of developing as part of a team of fellow students means that new challenges are always present. I’ve been required to adapt frequently, in one instance moving out of my comfort zone to create topographical, natural spaces for an overworld map; in another working to create and then subsequently build within the constraints of a modular kit to ensure a clean handover to our artists.

I also work on my own solo projects, so I know how to flex to get the job done.

EDUCATION :

2024 –2025: Falmouth University Game Design MA

2020 – 2023: Falmouth University Games Development: Design BA (Hons) – 2:1