

Alexander Wilkinson

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Technical Designer, VR Developer

Unity, Unreal Engine, Blueprint Scripting, C#, Blender

Summary, Experience

Four years of non-professional game development experience both independently and as a team, including acting as a team leader; with a bachelor's degree in Games Design; and proficient in many different aspects of game development, specialising in VR development, technical design, as well as gameplay design.

Worked on multiple game projects in a team, taking on a leadership role in one of these projects. This has incentivised the development of skills and knowledge required to work with other designers, artists, and programmers including bridging the gap between different roles, communication skills, conflict resolution, and overall project and deadline management. Developed VR projects independently in both Unity and Unreal Engine 5 and have extensively studied VR interactions and VR design theory for my dissertation paper.

Education

University of Northampton –
2023-2026

Graduated in BA Games Design at University of Northampton in July 2026. Wrote my dissertation paper on VR games using interactions to affect player immersion.

Manor School Sports College –
2016-2023

Attended secondary school and sixth form at Manor School Sports College. Graduated with A-Levels in Computer Science and English Language, and a BTEC in Information Technology.

Skills

Personal Skills

Time management skills
Good at working in a team
Adaptability to different requirements
Solving problems and resolving conflicts
Fast learner
Good at working under pressure

Games Industry Skills

Proficient in Unity, Unreal Engine, Blender, etc.
Basic experience in art and programming as well
Experience using version control software (Git)
Able to prototype rapidly and effectively in-engine
Proficient and skilled with UE's blueprint system
Knowledge of basic programming in C# for Unity