

MORGAN SKILLICORN

GAME DESIGN GRADUATE

CONTACT

Email: hello@morgan.games

PORTFOLIO

portfolio.morgan.games

PROFILE

Graduate game designer with an interest in technical design and game systems. A proven ability to manage teams in the hospitality sector and deliver in high pressure environments. I have worked as both a designer and producer on a number of student projects at university. My honours project was my primary focus. Exploring the use of tools design and data driven methodologies for weapon balancing in first-person shooter games in the Unity game engine.

LANGUAGES, SKILLS & SOFTWARE

C#
PHP, HTML, CSS & SQL
Unity
Unreal
GitHub
Adobe CC Suite
Microsoft Office Suite
Autodesk: Maya, 3DS Max
Substance Painter
Photography
Discord Community Management

SOCIAL MEDIA

Twitter: [@MorganSkilly](https://twitter.com/MorganSkilly)
Linkedin: linkedin.com/in/morganskilly

EXPERIENCE

R6 SIEGE FANTASY ESPORTS

Web application development

Following university, I made the decision to delve deeper into the realms of designing and developing web experiences to enhance my proficiency as a technical designer. While possessing a foundational understanding of development using a LAMP stack, this particular project served as a pivotal opportunity to refine my skills. Additionally, it provided me with hands-on experience in working with diverse APIs, including the Discord API and R6 player data APIs.

PERSONAL PROJECT

2023

HONOURS PROJECT

Systems & Tools Designer

I developed a suite of tools within the Unity editor to assist designers in the challenging task of weapon balancing for first-person shooters. These tools utilised orthogonal unit differentiation as a core practice, abstracting raw data to provide designers with a streamlined means of analysis and adaptation. The effectiveness of these tools was demonstrated during the 2023 Abertay University Digital Graduate Show.

ABERTAY UNIVERSITY

Dundee 2023

THE SOCIAL SPACE

Producer, Lead Designer & Programmer

"The Social Space" is a game concept that I designed and began developing during the height of the pandemic. In a world where people couldn't socialise I felt there was a need for an online social environment. In a week I developed a vertical slice in Unity that allowed players to watch synchronised video content in an online cinema environment and was able to then work on the project with a larger team eventually submitting it to Abertay's Dare Academy where we were shortlisted.

ABERTAY UNIVERSITY

Dundee 2021

AKI

Producer & Technical Designer

Aki was developed as part of the professional project during my degree. It is a vertical slice that was developed during a short sprint in conjunction with Into Games. I produced the project and carried out most of the in-engine implementation of art assets and gameplay code as well as using shadergraph to create the shaders that give the game its' distinctive look.

ABERTAY UNIVERSITY

Dundee 2021

GRADED UNIT

Game Designer, 3D Artist & Programmer

At Edinburgh College, my capstone project was Oodle Doodle Feudle, a wave-based first-person shooter centred around the theme "handmade." Serving as one of my initial full-fledged projects, it provided a foundational learning experience in game design and development within Unity. Key takeaways encompassed understanding gameplay loops, C# gameplay scripting, and the implementation of 3D art.

EDINBURGH COLLEGE

Edinburgh 2019

EDUCATION

ABERTAY UNIVERSITY

BA (Hons) Games Design & Production

DUNDEE 2019 - 2023

Second Class, Upper Division

EDINBURGH COLLEGE

HND Game Development

EDINBURGH 2017 - 2019

Grade A

REFERENCES AVAILABLE ON REQUEST