

Eduard Horandi-Clevett

Game Designer



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I am an independent Game Designer with a specialty on Gameplay Systems (mechanics, AI directors, NPC implementation), working primarily within Unity Engine (C#) and experience within both Unreal Engine (C++, Blueprints) and Godot (GDScript). I am incredibly passionate about game design and have an insatiable desire to develop my skills. My communication skills are strong, and I have ample experience in meeting deadlines and managing interpersonal conflicts.

Experience

Learning Support Assistant

2024-Present

- I currently assist the Games, Animation and 3D Modelling course at East Surrey College, teaching students how to design games and create effective assets for real-time rendering applications and pre-rendered animations.
- I also assist in the Art and Design course, helping students develop artistic skills, along with developing their academic abilities and social skills.

Graduate Trainee Lecturer

2022-2023

- I was the Course leader for Level 2 Information and Creative Technology, which taught introductory IT and digital media topics, such as digital photo and video creation, website development and hardware maintenance.
- As course leader, I was responsible for the management of the course units between myself and my co-tutors. I also assessed, graded and taught a large portion of the class's work.
- Within this role, I also had to collaborate between departments to ensure proper arrangements for aspects such as class trips and events, along with corresponding with grading bodies to ensure the course curriculum effectively met qualification pass criteria.

Education

University for the Creative Arts

2022

- Bachelor of Science, Games Technology
- Graduated with Honours, Lower Second Class

East Surrey College

2019

- UAL Extended Diploma in Creative Media, Games Design Pathway
- Achieved a Merit

Skills

- Unity Engine
- Unreal Engine
- Godot Engine
- Blender
- C#
- C++
- GDScript
- Source Control (Git)