

# Tristan Atkinson

He / She / They

Games Designer / Unreal  
Engine Dev

## Skills

Game / System Design  
Level Design  
Blueprint Programming  
Narrative and Worldbuilding  
Low-Poly 3D Modeling  
Pixel Art  
Foley Sound Design

## Software & Engines

Unreal Engine 5  
Blender  
Aseprite  
Figma  
Logic + Reaper  
Wwise  
GitHub  
Trello + Jira

## Strengths

Collaborative Experience  
AGILE Methodology and  
Scum in Multidisciplinary  
Environment  
Knowledge over all main  
Development Disciplines  
Quick and eager learner in  
all fields  
Project Management  
experience

## Contact:

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**Portfolio:** <https://ta21998.wixsite.com/tristanatkinsongame>



## Game Projects



**Wake Up:**



Role(s): *Everything besides Music / Sound Design*

Time frame: Sep 2024-Apr 2025



**Pic-Nickers:**



Role(s): *Game Design, Programming, UI Art, 3D Artist*

Time frame: 13th Mar - 14th Mar 2025 [**Ukie 32 Hour Jam 2025**]



**Meltdown:**

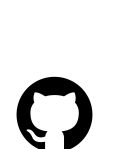


Role(s): *Game and UI Design, Programming, UI Art*

Time frame: 17th May - 21st June 2024 [**ACM Games Academy T3 Jam 2024**]



**Slip & Slime:**



Role(s): *Everything besides Music / Sound Design*

Time frame: Sep 2023 - Dec 2023 (**With improvements made over time**)

## Education

### BA Hons 'Game Development and Futures' (Design)- ACM London (3rd Year)

I am currently in my final year of my BA Hons undergraduate Degree at ACM London, Studying 'Game Development and Futures', specialising in Game Design.

- Learned about and gained some **understanding / experience in all major Disciplines**  
*This has been a great help both **informing decisions as a Designer**, and with Solo-Dev Projects*
- I **took initiative** in my Second Year, and **learned Unreal Engine in my own time**  
*This has made me more versatile in the roles I can perform in a collaborative Project*
- I took part in multiple **multi-disciplinary** group Projects, where I became accustomed to **AGILE Methodology**, including **Scrum**. One of which was a 10-Designer Team that I lead using AGILE and Scrum  
*This makes me not only more effective as part of a team, but in organising my own personal Projects*
- During my final Year, I developed 'Wake Up', with some help from my Partner with Sound Design and **Wwise implementation**, to showcase all the skills I have accrued during University

### A-Levels

I completed my A-Levels in 2022 at Sackville School East Grinstead, achieving:

- BTEC Business: **Distinction**
- English Literature: **C**
- Geography: **D**

## Interests

### Video Games

I have enjoyed playing Video Games since about age 3 when I got my own Nintendo DS. My all-time favourites include Dark Souls I, Disco Elysium and Stardew Valley.

### Rollerblading

My Father taught me Rollerblading when I was young, and I still enjoy going out across the Brighton seafront with him.

### Drumming

I achieved a **Merit in the Trinity Grade 5 Rock and Pop Drum exam**. I have played on and off since I was 11, playing in various amateur bands with friends.