

Gregory Alderton

Address: 3 Trafalgar Close CW9 8WQ

Tel: (M) 07496 398903

Email: greg_alderton@outlook.com

Portfolio: Design: <https://gregoryalderton.carbonmade.com/>

Production: <https://cool-ringer-34e.notion.site/Greg-Alderton-Game-Producer-1f985b4b7f9f80bd9379c6c1bc48a828>

CAREER HISTORY

Staffordshire University – Bulldog Studios

August 2023 – September 2023

Graduate Project Officer Internship: Game Designer

- Game designer on a gamification project for Bradford University.
- Worked with a full team.
- Worked on the core design and player experience.

Sainsbury's Northwich, Cheshire

December 2022 – May 2024

Retail Assistant

- Customer care and engagement via till service, shop floor, and supporting customers with self-checkout
- Experience of using POS systems
- Bank reconciliation of tills
- Stock replenishment and stock rotation, ensuring the company is maximizing profits and customer choice
- **Achievements:**
- Offer of a permanent contract after end of temporary seasonal position.

EDUCATION & TRAINING

University of Staffordshire

2024-2025

- **MSC Game Design - Finish is end of July, Graduation in November.**

Staffordshire University

2019 – 2022

- **Gameplay Design and Production BSc (Hons) – 1st Class**

Achievements:

- **Nominated for Best Student Game- TIGA Education Awards 2021**
- **Collaborative Game Development & Testing:** I worked within a group to make the best game possible within the timeframe. It helped me to develop teamwork skills and our game Tee-Riffic Golf was well received and nominated for awards.
- **Tee-Riffic Golf:** This was the game we made as a team for the Collab module. It's an arcade golf experience with players going through whacky courses. I designed the ice levels for the game which was the midpoint of the game and so had to be a step up in difficulty while not being too hard. I also designed mechanics like ice which made the ball slide.
- **Fundamentals of Gameplay:** A module where I studied board-games and then created my own. Helped develop my paper design skills.

- **Plagiarism! Game:** This was the board game made for fundamentals of gameplay, based on the Dewey decimal code 050, Magazines and Journals, Plagiarism is a game where players have to try and beat the “Pocket Riffler” plagiarism checker on world map similar to games like Pandemic. Players hop around the globe and place servers to win before the “Pocket Riffler” reboots and becomes too strong. I did all aspects of the game and I’m especially proud of how I presented the game visually using Photoshop as the main tool to create the materials for the game including the board, box, and cards.
- **President of The Staffordshire University Rock, Alternative and Metal Society (RAMS):** This role has mainly entailed event management and sorting member issues when they arose. Completion of committee training.

Warrington & Vale Royal College

2017 – 2019

- **BTEC Level 3 Art and Design (Games) 90-credit Diploma: DDM**

St Nicholas Catholic High

Student Librarian

2013 -2017

- Working with an internal library system
- Scanning books and laptops in and out for different users
- Organising the returns booking system and shelf replenishment

Achievements:

- Shortlisted for National Student librarian of the year (2016)
- Headmasters Award for student literacy mentoring and volunteering (2016)

Additional Courses:

- **National Pool Lifeguard Qualification (NPLQ)**
- **Bronze Duke of Edinburgh Award**
- **Junior black belt in Ju-jitsu**

2018

ADDITIONAL INFORMATION

Hobbies/Interests: Game design, video games, swimming, Ju-jitsu

Driving: Full, clean UK licence, category B, and own reliable transport.

References available upon request