

LIAM WELTON

GAME DEVELOPER

Address: *available upon request*
Portfolio: liamwelton.github.io
Tel: *available upon request*
Email: *available upon request*
References: *available upon request*

EXPERIENCE

Diala Studios | Senior Game designer
September 2020 - Present, London

Preloaded | Senior Game designer
July 2020 - September 2020, London

Freelance | Game designer & Unity Developer
January 2018 - September 2020, London

**Failbetter Games | Deputy CEO, Game Director,
Game designer & Unity Developer**
September 2012 - December 2017, London

Freelance | Media Designer (video, audio, web, graphic)
August 2008 - September 2012, Oxford

SKILLS

Programming: C#, HTML, PHP, CSS, ASP, SQL

Game Design: Unity, Twine, Xamarin, Good old fashioned pen & paper

UI/Graphic Design: Photoshop, InDesign

Sound Design/Music composition: Audition, Reason

Video Design: Premiere, After Effects

EDUCATION

Staffordshire University | Film Production Bsc.
September 2004 - July 2007, Stafford

OTHER ACTIVITIES

London Horror Festival | Co-founder
March 2012 - November 2015, London

Gatecrash Podcast Network | Co-founder & Lead Engineer
December 2013 - January 2015, London

London Fringe Theatre (various) | Sound & Video Designer
September 2011 - January 2013, London