

Harry Newton

Technical Support Specialist & Games Technology Graduate

Portfolio Link : www.hnewtongd.co.uk

Hoddesdon, Hertfordshire

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Overview

Results-driven and creative Games Technology graduate with a strong foundation in gameplay programming and interactive systems. Experienced with C#, C++, Unity, Unreal Engine, and modern development pipelines, supported by hands-on university and personal projects. Seeking an entry-level games development role where I can contribute to engaging player experiences while continuing to grow my skills in a professional studio setting.

Projects

Go Forth, My Orb! | Unity/C# | In Development - [Link](#)

Solo Developer

- A retro-stylised, block-breaking roguelike involving complex gameplay systems that is in active development with a targeted 2026 release.

The Cabin | Unity/C# | Released - [Link](#)

Solo Developer

- A short horror experience created in 2 days for a Christmas themed game jam.
- Achieved over 10,000 downloads in its lifetime, spawning many YouTube playthroughs.

Mobile Games | Unity/C# | Released - [Link](#)

Solo Developer

- Released two small mobile games to gain experience and skills in self-publishing to the Google Play Store.
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Experience

Remote Tech LTD - Stevenage, U.K. | 2023 - 2025

Researcher | January 2025 - November 2025

- Assisted hardware engineers in creating prototypes for bespoke devices
- Researched and implemented documentation regarding best practice for a wide variety of technical procedures.
- Organised and maintained a stock of over 10 million SMT components.
- Tested numerous different pieces of custom hardware with sole responsibility for temperature sensor testing.

Junior Technical Support Specialist | November 2023 - January 2025

- Investigated and resolved complex technical problems with a bespoke IOT product.
- Provided countrywide, on-site assistance to partners and clients through self-determined site plans.
- Assisted colleagues in the office with general technical support on Apple and Windows devices.
- Handled large data bases to produce KPI reports for key stakeholders to track device performance, support efficiency, and service quality.

The Galley Hall - Hertford, U.K. | 2021 - 2023

Front of House | August 2021 - November 2023

- *Ensured customer orders were fulfilled accurately and in a timely fashion both behind the bar and in the restaurant.*
 - *Assisted in the training of new staff to ensure they are appropriately equipped with the skills to succeed in their role.*
 - *Maintained strong customer relations by actively engaging in conversations with new and regular customers alike.*
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Education

University of the West of England - Bristol, U.K. | 2018 - 2021

BSc Games Technology | Grade: 2:1 (Second Class Honours, Upper Division)

- *Engaged in extra-curricular development projects alongside my course load.*

Hertford Regional College - Ware, U.K. | 2016-2018

Level 3 BTEC Extended Diploma IT Games Development | Grade: D*DD

Skills

Programming/Databases

C#, Unity, Python, C++, Java, HTML, CSS, SQL, Unreal Engine, APIs, GitHub

Games Systems & Design

Gameplay Mechanics, Behavioural AI Scripting, Physics Simulations, UI/UX For Games, Art Pipeline Awareness, Audio Production, Debugging, Agile Development, Project Management

Tools

Jira, Microsoft 365, Blender, Shapr3D, Office 365 Admin, Active Directory, Google Workspace, Slack, Teams, Remote Desktop, TeamViewer, AnyDesk, SSH Tools, Grafana, Obsidian, Trello, Google Play Store Publishing

Various personal/university projects showing these technologies in use can be found [here](#).