

Aysheq Hussain

Junior Producer/Indie Game Developer

👤 Profile

I am a high-achieving, Game Design & Development student motivated by my love of gaming and desire to become a leading contributor in the games industry.

I am proficient in several areas of the development pipeline and have a thorough understanding of game design documentation and concept prototyping. My hardworking nature, positive approach, team player mindset and hunger to learn more, make me an ideal candidate for any company.

📁 Employment History

Games Operations Intern at Tencent Games, Liverpool

October 2023 — April 2024

Working with four award-winning AAA Tencent Second-Party Studios across EU, I assist the Production team in key areas and across multiple development stages.

As an Intern, my responsibilities include the following:

- Participating in regular production meetings,
- Presenting research findings and the latest game trends.
- Reviewing game milestones, and providing meaningful feedback to our developers to support and aid the design of our games.
- Developing an understanding of the game development lifecycle, from concept to release, across multiple genres.
- Organising office events, managing the office through various aspects such as IT, HR, and Admin.

Game Designer/Developer at Playtime Games LTD

June 2022 — October 2023

Responsible for:

- Agile Project Management
- Creation and design of game mechanics
- Level Design
- Cinematics and Motion Capture
- UE5 Blueprints and Programming
- 3D Modelling and Rigging

Centre Ambassador at Access Creative College, Birmingham

November 2020 — July 2022

★ Achievements

BAFTA YGD 2022 - Game Making 15-18 Finalist

June 2022

Details

07495077554

aysheqhussain15@gmail.com

Date of birth

21/09/2003

Nationality

British

Skills

Unreal Engine

Cinematography

Vehicle Rigging/Animation

Lighting

Adobe Photoshop

Autodesk 3DS Max

Blueprints Visual Scripting

Level Design

UI/UX Design

Production

Project Management

Agile Methodology

Waterfall Methodology

JIRA

Confluence

Languages

English

Links

[Linkedin](#)

[Online Portfolio](#)

Hobbies

Powerlifting, Gaming, Indie

Game Development

I was a finalist in the 2022 BAFTA YGD competition for my Unreal Engine Game Prototype "Imagibot - Saves Eden Green", a translation of my award-winning concept in 2016. The game has also been accepted into the ID@Xbox Developer Program, and approved for release on Xbox and Windows Stores.

More information and a playable prototype of my game can be found here:

<https://ygd.bafta.org/competition/competition-news/2022/imagibot-saves-eden-green>

Judge for Creative Assembly Internal Games Jam

October 2021 — November 2021

I was selected judge for the Creative Assembly Internal Games Jam. I was given 10 games to play and then voted for the one I thought was best based on build quality, creativity, game play and more.

BAFTA YGD 2021 - Game Making 15-18 Finalist

June 2021 — June 2021

Finalist for the 2021 BAFTA YGD game making category for my game prototype 'Backyard Racing', created in Unreal Engine.

<http://ygd.bafta.org/competition/competition-news/2021/backyard-racing>

BAFTA YGD 2018 - Game Making 10-14 Finalist

July 2018

Finalist in 2018 in the BAFTA YGD game making category for my game prototype Mei Ling: The Forgotten Princess, created in Unity.

<http://ygd.bafta.org/competition/competition-news/2018/-mei-ling-the-forgotten-princess>

BAFTA YGD 2016 - Game Concept 10-14 Years Winner

July 2016

Winner of the 2016 BAFTA YGD game concept award for my game concept Imagibots - Save Eden Green.

🎓 Education

Level 3 Technical Game Development , Access Creative College, Birmingham

August 2020 — July 2022

Grade: Distinction Star 168 / 168 UCAS Points

Bsc Computer Games Design, Staffordshire University, Staffordshire

September 2022 — September 2026

📄 References

Ivan Davies (Executive Producer)

Ivandavies@global.tencent.com