

Laurence Levers

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Portfolio: <https://www.laurenceleversportfolio.co.uk/>

Professional Profile

Unreal Engine Developer and Technical Designer with 3+ years of professional experience building real time interactive systems in Unreal Engine 5. Strong background in gameplay systems, tools development, and technical problem solving, supported by a First Class BSc (Hons) in Computer Games Development.

Experienced in designing and implementing scalable systems using C++ and Blueprints, collaborating closely with designers, artists, and engineers to deliver performant, maintainable solutions. Passionate about systems driven design, rapid prototyping, and creating tools that empower designers. Actively seeking a full-time Unreal Engine Developer or Technical Designer role, across games, virtual production and film, automotive, or real-time showcase work.

Key Skills

- Unreal Engine 5 (C++ & Blueprints)
- Tools & Framework Development
- Rapid Prototyping & Iteration
- Version Control (Perforce)
- Gameplay Systems & Technical Design
- Object-Oriented Programming (OOP)
- Performance Optimisation & Debugging
- Cross-Disciplinary Collaboration

Education and Qualifications

B.Sc. (Hons) Computer Games Development – (Bachelor of Science with Honours, Class I)
Liverpool John Moores University: 2019 – May 2022.

Work Experience:

January 2023 - Current	Metaverse Developer - Virtual Engineering Centre
Develop Unreal Engine 5 applications using C++ and Blueprints, contributing to large scale immersive, interactive, and data driven projects. Collaborate closely with data scientists, web developers, and 3D artists to deliver performant real time experiences. - Designed and implemented gameplay style systems and reusable frameworks using object-oriented principles. - Integrated custom Unreal Engine plugins, working alongside external UE specialists to extend engine functionality and toolchains. - Delivered features across VR, Pixel Streaming, interactive data visualisation, and UI driven workflows. - Integrated external backend systems into Unreal Engine, enabling scalable and responsive data pipelines. - Took ownership of technical decision making across multiple projects, ensuring performance, stability, and long-term maintainability. - Supported non-programmer team members by creating designer friendly systems and tools.	
2021-2022	Final Year Project with Virtual Engineering Centre
Designed and built a simulation environment comparing A* pathfinding with Deep Q-Learning (DQN) for autonomous drone navigation in dynamic conditions. - Built a custom Unreal Engine test environment to evaluate autonomous behaviour. - Implemented and compared two AI approaches, analysing performance under changing variables. - Combined Unreal Engine, Python, and machine learning workflows in a research-driven project. - Demonstrated strong systems thinking, experimentation, and technical analysis.	