

Education

University of Central Lancashire – BA Hons Games Design. 2012-2015.

I have completed work for clients during my time at University including TT games and Sony. The briefs we were given introduced us to industry time restraints and industry standard work flow.

Software I use: Alchemy, Adobe Photoshop, Maya, UDK, UE4, Google Sketch up.

Furness College – BTEC Art and Design Diploma. 2010-2012 – Triple Merit.

Through-out college I explored different aspects of design such as animation, sculpture and crafts. A lot of the techniques I learn't from this can be translated to software used to create games such as Mudbox which is 3D sculpture. I also created some sculpture in a group of 4, which was displayed at a nearby national trust site.

Dowdales School - 2005-2010. 1 grade A , 2 grade B, 6 grade C,

Experience

Sales Assistant 2011 –2012

Game 5 Portland Walk, Barrow in Furness, Cumbria LA14 1DB.

Within my time at game I worked on the tills, however I spent a lot of the time on the shop floor interacting with costumers, giving advice and assistance where ever needed, whether it was information about a game or something specific they were looking for.

Sales Summer 2014

Lakeland Caravan Park, SPAR Store. Lakeland Holiday Park, Moor Lane, Lancaster, Cumbria LA11 7LT

When working at Lakeland Caravan Park I mainly served people on the tills however I did work in the back sorting the stock and then restocking the shelves.

Skills and Interests

My main interest is playing and creating video games, I enjoy creating 3D environments and assets that people can access and interact with, immersing them into something that I have created. I also enjoy sketching out designs whether that be environments or assets using either Photoshop or traditional pencil and paper. I have worked in small teams for projects during my time at University and I consider myself to possess good communication and team skills.