

Personal Statement

I like to consider myself as a hardworking individual, driven by challenges and constantly seek to overcome them.

In my spare time I constantly like to improve myself as a designer and use anything at my disposal to describe my ideas. As well as this, i do my utmost to keep up to date with the latest industry developments via sources such as Develop Magazine and GamaSutra.

I have exceptional personal skills and am able to lead and work well within a team. Whilst at University, i worked with a team of twelve students to create the title 'Magicraft' which can be found on my portfolio. As well as this, I also enjoy playing games of all genres from a multitude of platforms for both education and pleasure.

Experience



Gamestation, Stockton (10/10 - Present)
Sales Assistant

During my time at Gamestation, I have been required to use an extensive knowledge of both current and classic titles and match customers of all ages and abilities to their appropriate product.

My work also includes a great amount of teamwork, where I will often assist my colleagues to help the store run smoothly.



TH_NK Digital (08/10 - 09/11)
Level Designer - Digital Strategist/Consultant

At TH_NK I worked at senior level with one of the top digital agencies to provide product knowledge and level design in support of a successful pitch to SCEE to win the account and to create a LittleBigPlanet 2 social media site. (<http://littlebigmap.littlebigplanet.com/>)

My second experience with TH_NK had me working with industry professionals to the highest standard to create a potential marketing and promotional future for the Playstation Vita console.

During my time at TH_NK, i had to understand the clients needs and create visually entertaining level designs whilst complying to a structured brief.

Projects

Magicraft

Magicraft began as a group project in University and after much praise and feedback, is currently being redeveloped into an XBLA title.

My role within the group on this game was primarily a content and level designer but I also worked on voice acting and some art assets.



Kevin

Kevin is an iOS title developed using GameSalad. The game takes the traditional platformer and utilises the iPod/iPhone's touch controls to create an inventive and addictive puzzler.

As well as leading the development of the title, I am also programming, designing and voice acting for the project, alongside a small group, most of which had previously worked on Magicraft together.



Education

University of Teesside 09/08 - 05/11

BA Honours Degree in Creative Digital Media -
Second Class Honours Division One (2:1)

- Games Interface Design
- Games Development
- Games Level Design
- Games Futures
- Games Design & Production
- 3D Modelling for Games
- 3D Animation for Games
- 2D Animation

Cleveland College of Art and Design 09/06-06/08

Btec National Diploma in Multimedia
• 3 Distinctions

The Norton School, Stockton 09/00-07/05

9 GCSE grades including
• Design & Technology (Double Award) (DD), Mathematics (C), English Literature (C), English Language (C), Science (Double Award)(CC)