



EXPERIENCE

Moray Game Jam 2017

- Worked as an Unreal 4 Blueprint Scripter, Designer & 3D Modeller.
- Developed a digital card game in a team of 6.
- Added to/proved my time management skills while keeping to a high development standard.

BAFTA Young Game Designer Project 2016 - MProf Games Development

- Worked as an Unreal Engine 4 Blueprint Scripter, Designer & 3D Animator
- Developed the concept of a BAFTA YGD winner project, *Apocalypse Alpha*, in a professional context.
- Granted me experience of working in a professional context whilst furthering my practical skillsets.

DARE Indie Fest 2016

- Independently been developing my Honours project into a full game, a 2.5D Action Platformer.
- Showcased 3 levels to the public at DARE Indie Fest where the game received great praise.
- Gained experience showcasing games at conferences.
- Demonstrated my versatility as a designer through skills in other areas.

SKILLS



- I strive for versatility as a professional Designer as I believe it to be essential for any Designer to understand the responsibilities of every discipline.
- I am skilled in Unreal Engine 4 Blueprint Scripting and very comfortable using a diverse range of Level Editors professionally and in my free time.
- I am competent in 3D software through experience in 3D modelling, rigging, sculpting, animation and the process of implementation into Game Engines.
- I have a good understanding of Adobe packages such as Illustrator and Photoshop which I use to help demonstrate my designs in conjunction with Marvel App.

EDUCATION

MProf Games Development (2016 - Current) - Abertay University

- Heightened professional conduct.
- Games development experience in a professional context.
- Met with and developed games for industry professionals such as BAFTA.

2:1 BA (Hons) Game Design & Production Management (2011 - 2015) - Abertay University

- Developed my skills as a games developer.
- Experienced working in teams to create games under briefs, one set by Guerilla Tea.

