

Kelsey Black

Game Developer

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Website: https://blackholebirb.github.io/Web-based_portfolio/

Summary

I am a second-year game development student at the University of Winchester. I have a passion for learning new skills and putting them to good use in making interesting and exciting games. In my free time I enjoy creative writing, playing games, practicing art and exercising. My favourite game is Persona 3.

Education

- Currently attending University of Winchester
 - Started 10th September 2022
 - Studying Game Design and Development with game development focus. This course also provides yearly exhibits at the end of the academic year to allow us to present the work we have completed.
- Graduated from Itchen Sixth Form College on 24th June 2022
 - D*D* in OCR Cambridge Technical Diploma (Computing and IT) [A-level equivalent: A*A*]
 - D in A-Level Biology

Projects undertaken

Side projects

- Voluntary tester for Antimatter Dimensions [Aug 2021-Dec 2022]

- Play tester for the final content update of a game called Antimatter Dimensions. This is a web-based game that can also be found on Android.
- Self-teaching art skills [Nov 2023-Ongoing]
 - A venture to vastly improve my art skills over the span of a year. This involves doing daily drawings every day since I started back on November 17th.

University of Winchester

- Introductory game project [Nov 2022-Dec 2022]
 - Created a number-link puzzle game that would be found throughout a 3D environment.
- Web-based portfolio [Nov 2022-May 2024]
 - A portfolio that would be used to display all previous pieces of work undertaken throughout my duration at the university and future work.
- Mock-up app for a home automation device (Busy Cooking) [Feb 2023-Mar 2023]
 - Created an Android app as proof of concept to demonstrate how the final app would work if this device were to be made.
- Interactive game project (Split Senses) [Mar 2023-May 2023]
 - Helped to develop an asymmetrical co-op VR game, with the aim of guiding a “blind” player through a maze - handled controls and collisions.
- Group client project (Athelstan and the Lost Keys) [Oct 2023-Dec 2023]
 - Main developer behind a point and click web-based puzzle adventure game to be hosted on the “Explore Malmesbury” website, developed using Godot Engine.
- Individual RSA game project (unnamed) [Oct 2023-Dec 2023]
 - A solo project made in Unreal Engine to develop a game based on one of the RSA briefs. Currently features noise-based terrain generation.

- Group client project (Glyde) [March 2024-May 2024]
 - Solo dev in a team of two people to create a relaxing open world game utilising realistic bird gliding in Unreal Engine.

Current skills

- Team and project management
- Multiple years of creative writing
- Digital art
- Experience with Android Studio
- Proficiency with Unreal Engine 5
- Familiar with Godot Engine
- Experience with CSS
- Knowledge of HTML