



oliperkins.deadomens@gmail.com



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Somerset, United Kingdom

Hobbies & Interests

- ► Taekwondo Black Belt (1st Dan)
- Socializing with friends
- Digital Art
- Esports
- Video Games
- Music / Music Production
- Drumming
- Creating video games with friends

References

- Darren William Miller-Riste -
- Millerrxx@hotmail.com
- Farbod Shakouri -
- farbod@phantomtech.io



Twitter.com/RealDeadomens



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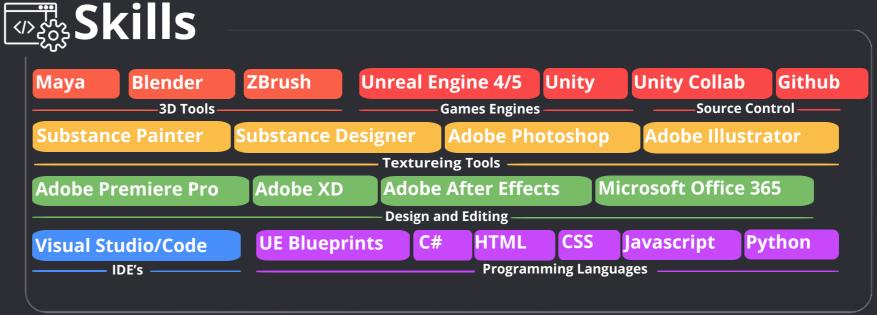
artstation.com/deadomens

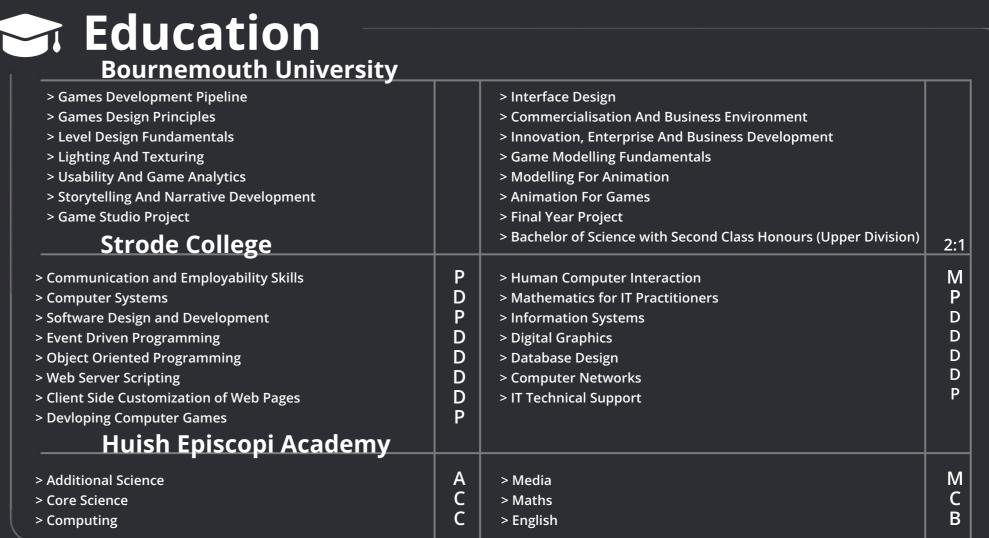
Oliver Gregory Perkins

Curriculum Vitae

$\stackrel{\sf Q}{\sim}$ About

Hello! My name is Oli Perkins. I am a Games Design graduate from Bournemouth University. I am a creative individual with industry experience in the games industry. I have always known that I have a excitement for creating games, models and immersive environments for people to play and enjoy. I want to show and share that here.





B University Projects



Final Year Project (Enviroment)

This Final Year Project was an 'Valorant' themed level design and environment. > Used UE4 Valorant is a Search and Destroy Tactical shooter. The stylized environmental > Created Assets using Maya, art and the level design is something I am very interested in. If i could improve this project i would focus on more accurately recreating the and Designer lighting and some of the textures from the game, using different techniques

- **Photoshop, Substance Painter** > Inspired level design of
- Valorant and Couter-Strike



Pervasive Games Project

found after the project was complete.

The goal for this project was to develop a working pervasive prototype which integrates more than one interaction paradigm. In this case I created a VR, voice recognition spell

If i could improve this demo is i would work on the overall artstyle to make this project look more polished, however since this was a prototype that wasn't the main goal.

- > Used Unity
- > Fully working VR player controller > Some assets were created in photoshop and
- > Programmed features using C#
- > Created an XML file to store and handle the voice

| Professional Experience



3D ART AND ANIMATION

Phantom Tech / Freelance

May 2020 - Dec 2021

- > 3D Art Game Art optimized using Maya & Blender > Using the Unity Engine
- > Low Poly 3D character and animation creation

> Using programs such as; BuildSync, JIRA, TestRails

QA Technician

Climax Studios / Contract

Feb 2022 - Present

> Regression and general testing across a range of platforms

- > Experience in running and testing multiplayer features and test plans.
- > Knowledge of bug reporting workflow & updating bug databases. > Understanding of games, development cycle, key milestones and game terminology.
 - Personal Experience



'Sky Skater' Mobile Game

The goal of this game is to skate the furthest you can without falling off. Using the in-game currency you collect, you can buy cosmetic items from the store.

- > Hypercasual mobile game > Using **Unity**
- > Created Assets using Blender and Photoshop
- > Programmed features using C# > Animations were a mix of hand animated animations and Mixamo animations