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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](mailto:Millerrxx@hotmail.com)
- ▶ Farbod Shakouri -  
[farbod@phantomtech.io](mailto:farbod@phantomtech.io)

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 [artstation.com/deadomens](https://www.artstation.com/deadomens)

# Oliver Gregory Perkins

## Curriculum Vitae



## 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.



## Skills

Maya	Blender	ZBrush	Unreal Engine 4/5	Unity	Unity Collab	Github	
3D Tools			Games Engines		Source Control		
Substance Painter		Substance Designer	Adobe Photoshop		Adobe Illustrator		
Texturing Tools							
Adobe Premiere Pro		Adobe XD	Adobe After Effects		Microsoft Office 365		
Design and Editing							
Visual Studio/Code		UE Blueprints	C#	HTML	CSS	Javascript	Python
IDE's		Programming Languages					



## Education

### Bournemouth University

- > Games Development Pipeline
- > Games Design Principles
- > Level Design Fundamentals
- > Lighting And Texturing
- > Usability And Game Analytics
- > Storytelling And Narrative Development
- > Game Studio Project

### Strode College

- > Communication and Employability Skills
- > Computer Systems
- > Software Design and Development
- > Event Driven Programming
- > Object Oriented Programming
- > Web Server Scripting
- > Client Side Customization of Web Pages
- > Developing Computer Games

### Huish Episcopi Academy

- > Additional Science
- > Core Science
- > Computing

- > Interface Design
- > Commercialisation And Business Environment
- > Innovation, Enterprise And Business Development
- > Game Modelling Fundamentals
- > Modelling For Animation
- > Animation For Games
- > Final Year Project
- > Bachelor of Science with Second Class Honours (Upper Division)

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- > Human Computer Interaction
- > Mathematics for IT Practitioners
- > Information Systems
- > Digital Graphics
- > Database Design
- > Computer Networks
- > IT Technical Support

M  
P  
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- > Media
- > Maths
- > English

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B

## BU University Projects

### Final Year Project (Enviroment)



This Final Year Project was an 'Valorant' themed level design and environment. Valorant is a Search and Destroy Tactical shooter. The stylized environmental 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 lighting and some of the textures from the game, using different techniques found after the project was complete.

- > Used UE4
- > Created Assets using Maya, Photoshop, Substance Painter and Designer
- > Inspired level design of Valorant and Couter-Strike

### Pervasive Games Project



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 casting tech demo. If i could improve this demo is i would work on the overall art-style 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 Blender
- > Programmed features using C#
- > Created an XML file to store and handle the voice commands



## Professional Experience



Phantom  
Tech

### 3D ART AND ANIMATION

Phantom Tech / Freelance

May 2020 - Dec 2021

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



### 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.
- > Using programs such as; BuildSync, JIRA, TestRails



## 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