



oliperkins.deadomens@gmail.com



www.oliperkins.co.uk



Somerset, United Kingdom

Hobbies & Interests

- Taekwondo Black Belt (1st Dan)
- Socializing with friends
- Esports

Digital Art

- Video Games
- Music / Music Production
- Drumming
- Building video games with friends

References

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



Twitter.com/RealDeadomens



@deadomenswork



linkedin.com/in/oliver-perkins-41a369173/



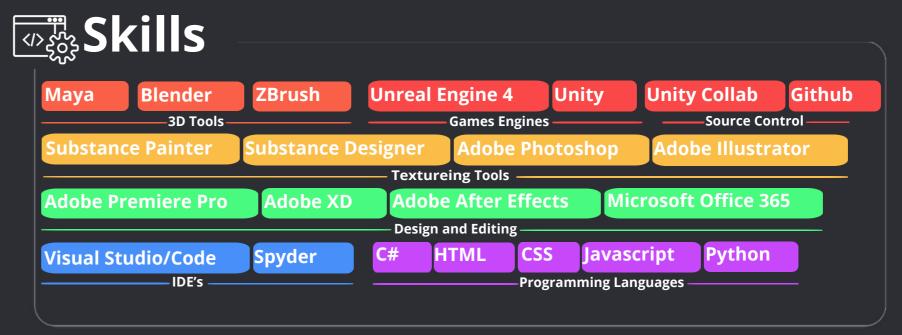
artstation.com/deadomens

Oliver Gregory Perkins

Curriculum Vitae

About

Hello! My name is Oli Perkins. I am a Games Design Student at Bournemouth University. I am a creative individual with experience in Games Design, 3D Modelling, Texturing and Environmental art. I have a passion for creating games, models and immersive environments. I am looking to break into the games Indusrty.



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		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)	2:1
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 Devloping Computer Games	P D D D D	Human Computer Interaction Mathematics for IT Practitioners Information Systems Digital Graphics Database Design Computer Networks IT Technical Support	M P D D D
Huish Episcopi Academy Additional Science Core Science Computing	A C C	Media Maths English	M C B

BU University Projects

(VR Tech Demo & FYP Work in progress)

Professional Experience



Phantom Tech / Freelance

May 2020 - Present Freelancing

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