Oliver Gregory Perkins

Curriculum Vitae

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Somerset, United Kingdom

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.

Skills

3D Tools			Games Engines		Source Control	
Maya	Blender	ZBrush	Unreal Engine 4	Unity	Unity Collab	Github

Textureing Tools			
Substance Painter	Substance Designer	Adobe Photoshop	Adobe Illustrator

Design and Editing			
Adobe Premiere Pro	Adobe XD	Adobe After Effects	Microsoft Office 365

IDE's		Programming Languages				
Visual Studio/Code	Spyder	C#	HTML	CSS	Javascript	Python

Education

Bournemouth University

Games Development Pipeline		Interface Design		
Games Design Principles		Commercialisation And Business Environment		
Level Design Fundamentals		Innovation, Enterprise And Business Development		
Lighting And Texturing		Game Modelling Fundamentals		
Usability And Game Analytics		Modelling For Animation		
Storytelling And Narrative Development		Animation For Games		
Game Studio Project		Final Year Project		
		Bachelor of Science with Second Class Honours (Upper Division)		2:1

Strode College

Communication and Employability Skills	P	Human Computer Interaction		M
Computer Systems	D	Mathematics for IT Practitioners		P
Software Design and Development	P	Information Systems		D
Event Driven Programming	D	Digital Graphics		D
Object Oriented Programming	D	Database Design		D
Web Server Scripting	D	Computer Networks		D
Client Side Customization of Web Pages	D	IT Technical Support		P
Devloping Computer Games	P			

Huish Episcopi Academy

Additional Science	A	Media		M
Core Science	C	Maths		C
Computing	C	English		B

University Projects

(VR Tech Demo & FYP Work in progress)

Professional Experience

Phantom Tech

3D ART AND ANIMATION

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

Hobbies & Interests

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

References

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