

# Frost Donovan

JUNIOR ENVIRONMENT/ TECHNICAL ARTIST

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## Summary

I am a passionate Producer with a background in programming, with a strong knowledge of version control using Git, agile methodology, and an excitement for facing new, interesting challenges. I have lead teams which have published to both Itch and Steam, always with a focus on maintaining healthy and flexible working practices. I have been using my time post graduation to recover from burnout, as well as expanding my knowledge of Art Production. My ideal position would be an Associate Producer role, with a strong focus on growing my skills and experience to progress to a more senior position.

## Skills

- Art Software: Maya, zBrush, Substance Designer, Substance Painter, Blender
- Game Engines: Unreal Engine 5, Unreal Engine 4, Unity
- Agile Management: User Stories, Story Points, Velocity, Sprint & Release Planning & Review, Scrum, CD Pipelines
- Software: Jira, Confluence, Git, Trello, GitHub & Bitbucket, Google & Microsoft Suite
- Languages: C#, C++, Latex, Github Actions

## Published Games

### Castan - Producer

Unity 2020.3

SELF PUBLISHED TO STEAM ([HTTPS://STORE.STEAMPOWERED.COM/APP/1836170/CASTAN/](https://store.steampowered.com/app/1836170/Castan/))

September 2021 - May 2022

- Utilised Story Points & Velocity, Release Planning, and Jira to manage scope
- Facilitated & assisted with several significant redesigns
- Developed a Github Action workflow to automatically build, test & publish daily builds to Steam

### Carma - Producer

Unity 2019.4

SELF PUBLISHED TO STEAM ([HTTPS://STORE.STEAMPOWERED.COM/APP/1603990/CARMA/](https://store.steampowered.com/app/1603990/CARMA/))

Published June 2021

- Shortlisted for the Grads In Games Student Game Award
- Worked with a multidisciplinary team to bring Carma from concept to published game
- Planned sprints and development milestones using Agile
- Removed blockers and streamlined development pipelines
- Focused on maintaining team health and reinforcing healthy working practices
- Set up Steam store and maintained updated builds

## Awards

2022 **Finalist**, Grads In Games Student Game Award

## Education

### Falmouth University

Falmouth, United Kingdom

MA GAME ART

September 2022 - August 2023

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### Falmouth University

Falmouth, United Kingdom

BSc COMPUTING FOR GAMES

September 2019 - June 2022

- Worked with multi-discipline teams to bring several games through a full development cycle
- Published two to Steam, one of which was shortlisted for Grads In Games Student Game Award
- Wrote a dissertation on Continuous Delivery (CD) In Student Teams, implementing and analysing the effect of CD pipelines
- Graduated with a 2:1 Honours

## Work Experience

### Director

Falmouth, Cornwall

GLASS NOMAD GAMES

March 2021 - Current

- Started a company to publish video games my team and I were developing
- Managed company accounts and government-required paperwork
- Handled Steam registration, set up, and backend work for multiple titles

## Senior Ambassador

FXPlus

*Falmouth, Cornwall*

*June 2020 - September 2021*

- Responsible for the smooth running of events
- Managed the distribution of Student Ambassadors during events
- Relied on to handle any complications or problems that arose during an event