Contact

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fragleveldesign (LinkedIn)
fragisfraf.xyz/ (Personal)

Top Skills

Level Design
Unreal Engine 4
Unreal Engine 3

Languages

English (Native or Bilingual)

Oliver Curtis

Multimedia lab Tech Demonstrator at Plymouth College of Art
Lydford, Devon, United Kingdom

Summary

As a highly motivated individual who graduated from Plymouth College of Art with a BA honours degree in Design for Games, I specialise as a level designer and UE4 design/ educator.

Experience

Plymouth College of Art
Multimedia lab Technical Demonstrator
July 2017 - Present
Plymouth, United Kingdom

Running workshops on Unreal Engine 4 that covers introductory skills, materials & lighting, asset pipelines, basic blueprint creation, VR creation & uses in creative media & project packaging.
This extends to troubleshooting student work and helping to develop skills based around the students chosen career path.

VR workshops covering VR safety basics & using software such as UE4, Tilt Brush, Quill & Oculus Medium for use in creative mediums across the college's curriculum.

Covering the Equipment Resource Centre, this entails working the counter where students book out equipment using the connect2 system, I also help repair and PAT test equipment in the ERC and flag any issues using either the connect2 system or directly with my line manager.

Tripmine Studios
Level Designer
May 2013 - Present
Online Only

I work on this project in my spare time as a level designer but have also started to expand into other areas such as particle SFX & texture creation.

I currently work on the chapter "Missing in action" for the Source Engine modification "Operation: Black Mesa"

My work involves:

Meeting up with other members of the team (monthly) to discuss assets needed, bugs and general feedback.
Constructing the level using the Hammer Editor.
Lighting, texture and asset placement inside my assigned levels.
Optimizing the level and testing it's playability.

For more information visit http://tripminestudios.com/

LDT community
Server Administrator
January 2011 - Present

My job is to help maintain the servers and produce content for the TTT & FloodMod game servers.

I also help out with any questions on the forums and engage with community members on the forums, servers and public events.

FCC Environment
Refuse Operative
January 2013 - August 2017 (4 years 8 months)
Okehampton

Collection of household waste from kerbside collection

Plymouth College of Art
Visiting Artist
May 2012 - June 2017 (5 years 2 months)
Plymouth, United Kingdom

UDK Workshop Tutorials, Introduction to the editor and basic level design, Importing of 3D Models from third party programs, Creation of 3D Animation inside the Editor.

UE4 Tutorials and and support, demonstrating features and techniques with UE4, Troubleshooting current work.

Brighton Develop
Conference Associate
July 2012 - July 2014 (2 years 1 month)

As a CA I had to help with any questions about location of rooms, I also had to help scan people into sessions and hand out evaluation forms for that sessions.

The Best Connection
Agency Operative
June 2012 - December 2012 (7 months)
Okehampton

On call position to cover FCC Environment staff sickness/holiday

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Education

Plymouth College of Art
Bachelor's degree, Design for Games · (2011 - 2012)

Plymouth College of Art
Foundation degree, Design for Games · (2009 - 2011)