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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 Unreal Engine designer / educator.

I've done work for:

Tripmine Studios,

Running With Scissors,

Plymouth College of Art,

Boomsatsuma,

External work for Amazon Music.

Experience



Level Designer

Running With Scissors

Oct 2020 - Present (1 year 4 months +)

Working alongside team members to help implement and build the game world inside Unreal Engine 4 while staying true to the look and feel of the POSTAL franchise.

Continuous testing of changes while also receiving feedback from QA on potential issues that could impact gameplay.

Daily check in on tasks using Google chat & Monday.com.



Multimedia lab Technical Demonstrator

Plymouth College of Art

Jul 2017 - Present (4 years 7 months +)

Running workshops on Unreal Engine 4 that covers introductory skills, PBR & standard material creation, lighting scenes & theory, 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 student's 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.



Level Designer & Community manager

Tripmine Studios

May 2013 - Present (8 years 9 months +)

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 (daily via online discussion) to discuss assets needed, bugs, and general feedback.

Reporting current progress via fortnightly standups.

Gathering reference data for assigned work.

Constructing levels using the Hammer Editor.

Lighting, texture, and asset placement inside my assigned levels.

Optimizing the level and testing it's functional before undergoing internal QA.

Interacting with the community via Twitter and Discord server while promoting recent media releases etc.

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



Server Administrator

LDT community

Jan 2011 - Aug 2019 (8 years 8 months)

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

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

Now this has dissolved into a more open community where we attend events and play a vareity of titles.



Refuse Operative

FCC Environment

Jan 2013 - Aug 2017 (4 years 8 months)

Collection of household waste from kerbside collection



Visiting Artist

Plymouth College of Art

May 2012 - Jun 2017 (5 years 2 months)

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.



Conference Associate

Brighton Develop

Jul 2012 - Jul 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.



Agency Operative

The Best Connection

Jun 2012 - Dec 2012 (7 months)

On call position to cover FCC Environment staff sickness/holiday

Education



Plymouth College of Art

Bachelor's degree, Design for Games

2011 - 2012

During my first year as a student I explored the core principles of game design through timetabled lectures and workshops, In my second year I developed my skills as a level designer and incorporated my skills into my coursework.

During my final year I had full control over my years work, I defined what the end project would be and how I would get there, I also wrote a dissertation on how video games could be defined as art during my final year.



Plymouth College of Art

Foundation degree, Design for Games

2009 - 2011

Licenses & Certifications



Sequencer Training for Cinematic Shot Production - Epic Games



Lighting Essential Concepts and Effects - Epic Games

Skills

Level Design • Unreal Engine 4 • Unreal Engine 3 • Game Design • Unreal Editor • Game Development • Video Games • Unity • Valve Hammer Editor • Game Mechanics