

Contact

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Top Skills

Level Design
Unreal Engine 4
Unreal Engine 3

Languages

English (Native or Bilingual)

Certifications

Lighting Essential Concepts and
Effects
Sequencer Training for Cinematic
Shot Production

Oliver Curtis

Level designer at Running With Scissors and UE4 educator
Lydford

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

Running With Scissors

Level Designer

October 2020 - Present (1 year 4 months)

Plymouth College of Art

9 years 9 months

Multimedia lab Technical Demonstrator

July 2017 - Present (4 years 7 months)

Plymouth, United Kingdom

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.

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

Tripmine Studios

Level Designer & Community manager

May 2013 - Present (8 years 9 months)

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 (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/>

LDT community

Server Administrator

January 2011 - August 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.

FCC Environment

Refuse Operative

January 2013 - August 2017 (4 years 8 months)

Okehampton

Collection of household waste from kerbside collection

Brighton Develop

Conference Associate

July 2012 - July 2014 (2 years 1 month)

Brighton, United Kingdom

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

Education

Plymouth College of Art

Bachelor's degree, Design for Games · (2011 - 2012)

Plymouth College of Art

Foundation degree, Design for Games · (2009 - 2011)