



FALMOUTH
UNIVERSITY

Lecture 5: Resumes & Presentation Media

GAM340: Professional Practice
BA(Hons) Game Development

- Learning Outcomes
 - **Create** self-marketing materials (resume, LinkedIn) that will create interest from recruiters, employers and industry professionals
 - **Drive** traffic to your portfolio.
 - **Link** your experiences across multiple sources (LinkedIn, portfolio, social media etc) to create a strong online presence



Building effective résumés

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 - A good place to start is thinking about what a résumé is and what is its role?

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 - A résumé is defined as '*a brief written account of personal, educational, and professional qualifications and experience, as that prepared by an applicant for a job.*'

- Building effective résumés
 - Of course, résumés mean different things and have different roles for different people.
 - Let's use 5Ws&H (who, where, what, when, why and how) to think about resumes from the perspectives of a *candidate* and a *recruiter*

5Ws&H	Candidate	Recruiter
Who		
Where		
What		
When		
Why		
How		

- Building effective résumés

5Ws&H	Candidate	Recruiter
Who	Me	Whoever, maybe someone technical, maybe someone project related, maybe someone that knows nothing about Unity, development or games
Where	In my own time, with enough time to write something really good	In the back office when they are keen for a smoke or to go home
What	The definition just given (<i>a brief account</i> ...)	A checklist of skills to use as pre-interview screening
When	Before I start applying for jobs	Before we interview
Why	A short list of what I've done that is easy to share	Cheaper than doing application forms or reading letters or interviewing everyone
How	I write out what I think is important, get a friend to review it and perhaps re-write it again or adjust the font and spacing	I spent a minute or so seeing if the candidate has the skills we're after, if they don't they are in the reject pile. If they do, they may go off to another sorting process

- Building effective résumés
 - How different people regard the résumé process

Team-based recruiter (Lead Programmer)	HR department (HR assistant)	Recruitment consultant
<p>I'm looking to replace our junior programmer that resigned last week.</p> <p>I know exactly what I'm looking for, a recent grad with good all-round unity skills and some experience with NGUI.</p> <p>It would help if they like CS:GO otherwise they are going to get creamed at lunch</p>	<p>I have a list of roles to fill across all our development departments at the moment.</p> <p>One of them is for a junior programmer with Unity 2018.2.12 experience.</p> <p>We're getting a lot of applicants that have only used Unity and they've all been rejected as they don't have the correct skills</p>	<p>The client is after grad programmers, so we're sending them all the grads we can find with programming on their resume.</p> <p>Apparently that zoology grads that had worked on a world wildlife programme didn't go down too well, but we wont do that again.</p>

- Building effective résumés
 - Let's have a look at some resumes

David Awful
36 Nightmare Street
Exeter
EX1 1AA
david_v_awful@hotmail.com

PERSONAL STATEMENT
I am a graduate in Game Development from Falmouth University and I am looking to get a job in the games industry. I like programming and my favourite games are CS:GO and Minecraft.

EDUCATION
2015-7 BA (Hons) Game Development, Falmouth University, 2i.
I did a degree in games development specialising in programming mainly using Unity 5 and Unity 2017. My dissertation was titled 'Understanding complex digital interactions between disjoint players'.

3rd year grades	2nd year grades	1st year grades
GAM310 - 65%	GAM210 - 65%	GAM110 - 65%
GAM320 - 60%	GAM220 - 60%	GAM120 - 70%
GAM330 - 65%	GAM230 - 65%	GAM130 - 65%
Group project: 65%	Group project: 65%	Group project: 70%

2013-5 Whatever College, Exeter
A Level Mathematics, grade B
A Level Law, grade B
A Level Photography, grade C

EXPERIENCE
2015-17 Assistant, Koffi, Falmouth University.
Part-time job, duties included serving customers, handling money, stock control and general cleaning.

Xmas 2016 Mail sorter, Post Office, Exeter
Sorted mail for Xmas deliveries

SKILLS
C# programming, Unity 2017, mathematics, debugging, optimisation, working in teams, scrum|

Brenda Babble
madpokemon-mama@hotmail.com

PERSONAL STATEMENT
I've always loved playing games from an early age, my first gaming memories are from playing Pokemon and watching my dad play Quake at LAN parties. Even now we joke that I cut my teeth on the DS that I was playing Pokemon on, I still have it somewhere, it's a really treasured possession. Doing the course at Falmouth was a given and I really enjoyed my time there, but now I want to get out into the big wide world and make games for real. For me, Unity is a great platform to work in and I want to work in it professionally making some great games, particularly if they are Pokemon or card trading games as I just love both of those. I want to work with people that really get me, like the real me and not the hard working game maker. I have a large collection of nerf guns and I'm more than happy to give as much as I get in studio nerf wars, I'm no pushover.

EDUCATION
2015-7 BA (Hons) Game Development, Falmouth University, 2i.
I did this degree at Falmouth as the university was just up the road from my parents and that was well-handly. I spent three years doing the programming stream of the degree, it was all programming and most of it was in Unity which was great as C# is so much better than C++. In the studio it's like c++ sukahs, learn to see sharp, geddit?
The course had a bunch of lectures but it also had these game projects that I did with other people and we made games between us. In the first year it didn't go so well as this guy Dave just kept deleting everyone's work as he wanted to make a doom clone but we were supposed to make a story game about being a lost ghost in a castle. Eventually we all got fed up with Dave and he had a bad bout of food poisoning which meant we could do the game.
In the second year, we did games with Unity and VR which was really cool except half the team got motion sickness when they were testing the game and kept throwing up in the lab.
For the final year, I worked on a project that was a physics-based gardening game for old people. Personally, I found it really boring as the oldies didn't want to have any explosions and none of them wanted to try VR, they just wanted to watch things grow.

2013-5 Whatever College, Exeter
A Levels Mathematics (B), Law (B) & Photography (C)

EXPERIENCE
2015-17 Bar worker, Horn of Plenty, Falmouth.
Barmaid at Falmouth's leading student bar. Main responsibility was making sure that everyone got mashed and had a good time. Me and the gang had good times.

SKILLS
C# programming (3 years)
Unity 5 & 2017 (3 years)

Some Person
(someperson@gmail.com, www.linkedin.com/some_person)

PERSONAL STATEMENT
I am about to graduate from Falmouth University's Games Academy with a degree in Game Development (expected 2i) and I am looking to become an entry-level games programmer. I have always enjoyed video games, though since going to Falmouth I have found writing games becoming a real passion, I particularly enjoy the relationship between creative design and technical implementation and I find working with game designers creating gameplay to be a highly rewarding (if demanding) challenge.

EDUCATION
2015-7 BA (Hons) Game Development, specialising in Programming, Falmouth University.
The game development degree at Falmouth is a multi-discipline, team based course focused on replicating industry conditions where all participants are working in the studio on games throughout to hone both professional practice, and develop skills in their role on an ongoing basis in preparation to hit the ground running within a professional game developer on completion. I have included descriptions of the three year-long group development projects I undertook as part of the degree programme.

2017 Scrum master / Programmer 'Some Game', XYZ Corp.
Some Game was a 2D casual horror game drawing inspiration from the novels of Stephen King, developed as the group project for year 3 of the course with a team of 12 developers (3 programmers, 2 artists, 2 designers, 2 audio programmers and 3 writers) running for 30 weeks (www.somegame.com) and developed in Unity 2017 for iOS and Android. For this project, I combined my programming duties with managing the team scrums to ensure that our final university project would be delivered as a quality game that could be shipped on the respective apostores. My role as programmer on this project was to develop the game framework so that the rendering and AI programmers could develop their parts of the project around a shared code base.

2016 Graphics Programmer 'Some Game', XYZ Corp.
Some Game was a VR shooting game that was inspired by Frogger, developed as the group project for year 2 of the course with a team of 12 developers (3 programmers, 5 artists, 2 designers, 1 audio programmer and 1 writer) running for 30 weeks (www.somegame.com) and developed in Unity 5.5 for PSVR. I was the only graphics programmer on the project and was responsible for developing the graphical look of the game working with the artists to achieve this. Much of my work was centred around developing custom Unity shaders and managing the scenegraph to ensure that the game scenes were not overloaded with shadowcasters, geometry and textures.

The project was successfully completed and was pitched to Sony as part of their PSN New Games' initiative. I was awarded a 2i for my contribution.

- Building effective résumés
 - Let's have a look at some résumés
 - Resumes generally have 4 sections: personal statement, education, work experience & skills
 - Let's look at some résumés to see how they match up

	David Awful	Brenda Babble	Gina Nosobad
Personal statement			
Education			
Work experience			
Skills			

- Building effective résumés
 - Let's have a look at some résumés

	David Awful	Brenda Babble	Gina Nosobad
Personal statement	Very vague No real detail, no real drive or interest	Lots written, but does it mean anything. Does the candidate come out well or sound like a complete nutter?	A statement of who they are, what interests them (professionally) and what they'd like to be doing
Education	Says very little about the university, course or what they did. The grades are completely opaque to anyone outside of the Falmouth's Games Academy	Again, lots written, but is there any value in what's been written?	Description of course ambitions – in industry-friendly terms Lots of detail for each year's project; what the game was, scope and size of project, what their role was, project outcome & links to resources / sites
Work experience	Some experience, which is good to see Very little detail	Some experience, which again is good to see, but do you have any idea of what they were actually doing. Is there any kind of professionalism or responsibility here?	Some experience with some detail about the nature of the role, their responsibility and leadership
Skills	Some skills, but no detail scope what they have done	Some skills, very vague, some indication of durations	Specific skills with duration and what they actually did. Again links to demos

- Building effective résumés
 - Who would you invite to an interview and why?

- Building effective résumés
 - Resumes generally have 4 sections: personal statement, education, work experience & skills
 - What can we do to make these sections ‘work’ well for an interviewer?

- Building effective résumés
 - What can we do to make these sections ‘work’ well for an interviewer?
 - 1. Tie them into the ‘top ten skills that will get you a job
 - <https://targetjobs.co.uk/careers-advice/career-planning/273051-the-top-10-skills-thatll-get-you-a-job-when-you-graduate>
 - Looked at this in week 1, we need to express experiences in a way that will make sense to employers

- Building effective résumés
 - 1. Tie them into the ‘top ten skills that will get you a job
 - Looked at this previously, we need to express experiences in a way that will make sense to employers

Key skills

- | | |
|-------------------------------|-----------------------------------|
| 1. Commercial awareness | 6. Leadership |
| 2. Communication | 7. Organisation |
| 3. Teamwork | 8. Perseverance and motivation |
| 4. Negotiation and persuasion | 9. Ability to work under pressure |
| 5. Problem solving | 10. Confidence |

- Building effective résumés
 - 1. Tie them into the ‘top ten skills that will get you a job
 - Looked at this previously, we need to express experiences in a way that will make sense to employers
 - Apply this to both your education, projects and work experience
 - In particular, apply it to your university and course
 - No-one outside Falmouth knows what your degree encompasses, teaches or values, you have to do that.
 - Few people outside of Falmouth University even know what a Falmouth University is

- Building effective résumés
 - 1. Tie them into the ‘top ten skills that will get you a job
 - For education, no-one knows about your university or degree, so we can apply the top ten skills to make everything sing out

EDUCATION

2015-7 BA (Hons) Game Development, specialising in Programming, Falmouth University.

The game development degree at Falmouth is a multi-discipline, team-based course focused on replicating industry conditions where all participants are working in the studio on games throughout to hone both professional practice and to develop domain-specific skills in order to hit the ground running as a professional game developer on completion. I have included descriptions of the three year-long group development projects I undertook as part of the degree programme.

- Don’t need to use all the terms, just the ones that really work for us

- Building effective résumés
 - 1. Tie them into the ‘top ten skills that will get you a job
 - For education, no-one knows about your university or degree, so we can apply the top ten skills to make everything sing out

EDUCATION

2015-7 BA (Hons) Game Development, Falmouth University, 2i.

I did a degree in games development specialising in programming mainly using Unity 5 and Unity 2017. My dissertation was title ‘Understanding complex digital interactions between disjoint players’.

- This is extremely vague!

- Building effective résumés
 - 1. Tie them into the ‘top ten skills that will get you a job
 - The résumé building process is not an interrogation
 - You are looking to share information



- Building effective résumés
 - How can your experiences be expressed as key employment skills?

Key Skill	Hidden description of Key Skill	
	Education / projects	Work experience
Commercial Awareness		
Communication		
Negotiation and persuasion		
Problem solving		
Leadership		
Organisation		
Perseverance and motivation		
Ability to work under pressure		
Confidence		

- Building effective résumés

Key Skill	Hidden description of Key Skill	
	Education / projects	Work experience
Commercial Awareness	Put a game into a commercial store, Did freelance work Did market analysis	Did a profit-making side hustle Ran a concession Worked in a financial capacity
Communication	Worked in a multi-disciplinary / cross-functional gamedev team dealt with people outside of my role with different perspectives on game / dev	Worked in a team Dealt with customers, suppliers, staff
Negotiation and persuasion	Was scrum master Convinced the team to do X	Dealt with suppliers Dealt with difficult customers
Problem solving	Solved hard problems as an artist, designer programmer etc	Dealt with difficult customers, staff, clients, suppliers
Leadership	Was lead <role> / scrum master	Managed a team in a shop / store / pub /hotel etc
Organisation	Organised team work	Organised work shifts, deliveries etc
Perseverance and motivation	Fixed hard problems Refactored aspects of the project to make it better	Stayed at work
Ability to work under pressure	Crunch, deadlines, multiple deadlines	Dealt with difficult customers, staff, clients, suppliers
Confidence	Did presentations Managed a team / Designed a game	Dealt with difficult customers, staff, clients, suppliers

- Building effective résumés
 - What can we do to make these sections ‘work’ well for an interviewer?
 - 2. Leverage your experiences
 - Everyone has worked on bad projects, use them to talk about positive resolutions
 - People have part-time jobs / other jobs, these can be incredibly useful particularly if you have ended up taking responsibilities in your role, being a manager and so on
 - Development you have done outside of the course, particularly if you have something to show (remember, show don’t tell)

- Building effective résumés
 - What can we do to make these sections ‘work’ well for an interviewer?
 - 3. Are you ‘Smart & gets things done’
 - Look to use this approach to articulate your project and personal development activities
 - *I researched approach X on the interweb*
 - *I used technology/approach X to solve problem Y*

- Building effective résumés
 - What can we do to make these sections ‘work’ well for an interviewer?
 - 4. Leveraging SMART goals
 - SMART (specific, measurable, achievable, realistic & time-bound) goals
 - We can use some of these terms to describe work that we have done (project & work experience)

- Building effective résumés
 - 4. Leveraging SMART goals
 - Specific
 - Be specific in what the project was; its genre, style, platform and engine to give the résumé reader a clear understanding of that the project was
 - Be specific in what you have done on a project, think about (the Blue Peter approach) *it was my job to ..., I was responsible for ...*
 - Be specific in what the outcomes of the project were; *I got a grade X, we won a prize, we shipped on itch.io, I wrote a paper, made a website, create a tutorial for other students ...*

- Building effective résumés
 - 4. Leveraging SMART goals
 - Measurable
 - Include details that include the scope of the project.
 - » How much content, what kinds
 - » What did you make
 - How many developers, how long did the project run for etc

- Building effective résumés
 - 4. Leveraging SMART goals
 - Achievable & realistic
 - How did you make your work achievable in the time frame
 - » What did you cut
 - » How did you decide what to cut
 - » How did you manage the project (as a team)
 - » How did you deal with motivational issues due to cutting features (as a team & individually)
 - How did you keep things realistic
 - » Did you have to deal with crunch / overwork
 - » Did you deal with burnout / stress
 - » Did you deal with presenteeism

- Building effective résumés
 - 4. Leveraging SMART goals
 - Time-bound
 - Give an indication of the duration of the work.
 - For academic work, was it a short individual assignment or a long team project
 - For commercial work, was it something you did part-time alongside your studies, a summer / vacation job, a year industry, a gap year and so on.

- Building effective résumés

2017 Scrum master / Programmer 'The bloodening of Eerie Castle', XYZ Corp.

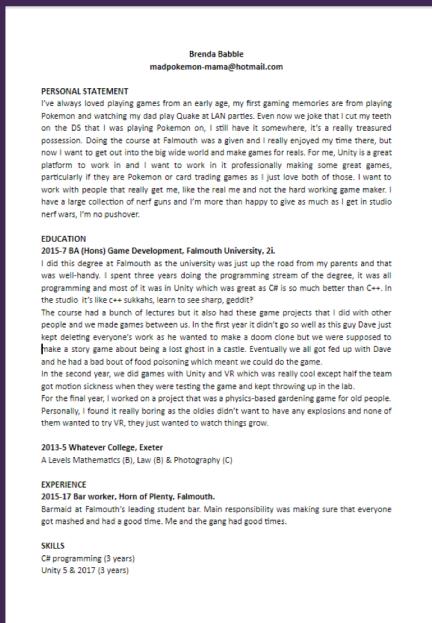
The bloodening of Eerie Castle was a 2D casual horror game drawing inspiration from the novels of Stephen King, developed as the group project for year 3 of the course with a team of 12 developers (3 programmers, 2 artists, 2 designers, 2 audio programmers and 3 writers) running for 30 weeks (www.somegame.com) and developed in Unity 2017 for iOS and Android. For this project, I combined my programming duties with managing the team scrums to ensure that our final university project would be delivered as a quality game that could be shipped on the respective appstores. My role as programmer on this project was to develop the game framework so that the rendering and AI programmers could develop their parts of the project around a shared code base.

VS

In the second year, we did games with Unity and VR which was really cool except half the team got motion sickness when they were testing the game and kept throwing up in the lab.

For the final year, I worked on a project that was a physics-based gardening game for old people. Personally, I found it really boring as the oldies didn't want to have any explosions and none of them wanted to try VR, they just wanted to watch things grow.

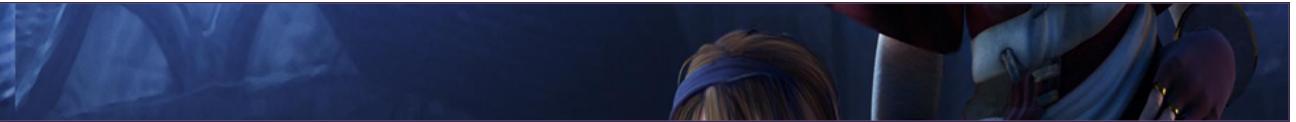
- Building effective résumés
 - What ‘shape’ of résumé
 - There are 3 broad approaches to résumés
 - 1 pager
 - 2 pager
 - infographic



- Building effective résumés
 - What ‘shape’ of résumé
 - There are 3 broad approaches to résumés
 - 1 pager
 - » Is one page in length
 - » Ideal for grads where it is hard to fill more than one page
 - » Generally, if your resume fits in one page (with enough detail) then use one page
 - » Detail is key, you need to have enough detail to describe what you’ve done in a way that makes sense to recruiters
 - 2 pager
 - infographic

- Building effective résumés
 - What ‘shape’ of résumé
 - There are 3 broad approaches to résumés
 - 1 pager
 - 2 pager
 - » ‘standard’ resume length for commercial work
 - » Ideal once you have some work experience, particularly if you have had several short contract jobs, part-time roles, summer projects, internships etc
 - » Don’t have >2 pages and make sure you fill two pages, if you have a page and a bit, look to edit it down
 - » Can be a challenge to edit down if you have lots of work experience:
 - Concentrate on most recent roles
 - Concentrate on most relevant roles
 - infographic

- Building effective résumés
 - What ‘shape’ of résumé
 - There are 3 broad approaches to résumés
 - 1 pager
 - 2 pager
 - Infographic
 - » A graphical one pager
 - » Can work very well for some roles
 - Particularly ones that are visually / aesthetically focused
 - » Personally, I find it a poor fit for programming roles, though YMMV.
 - » Need to think very carefully about aesthetics and visual presentation of information



Creating effective LinkedIn profiles

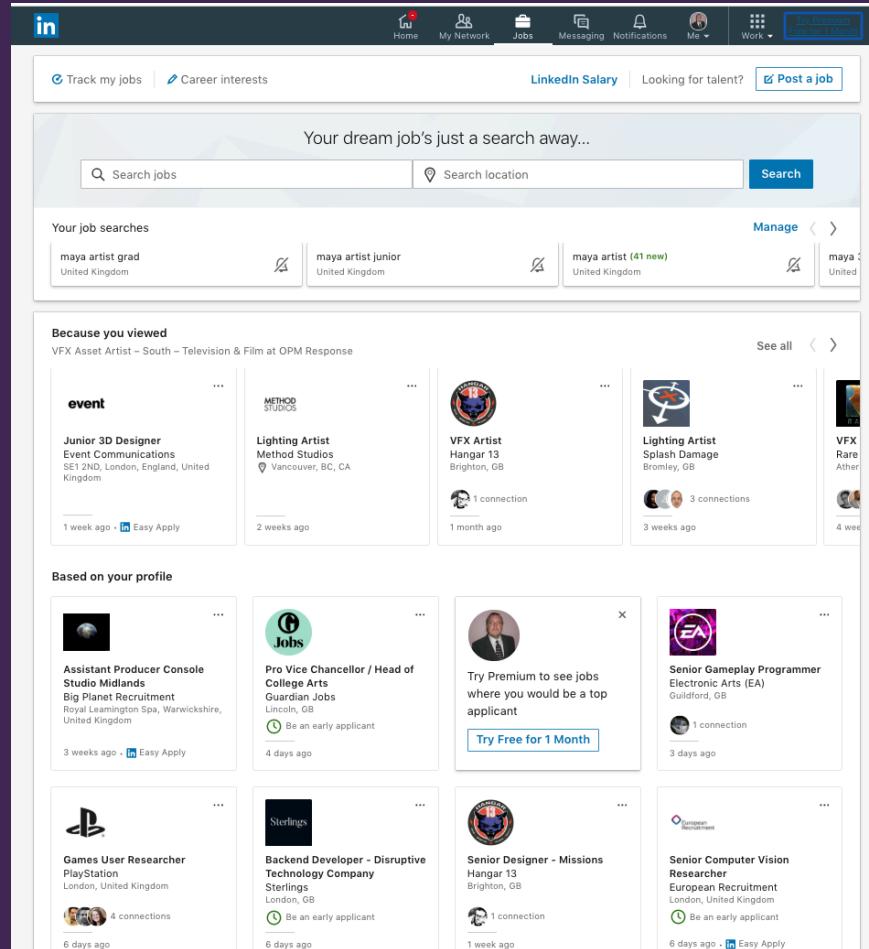
- Creating effective LinkedIn profiles
 - Résumés are not the only route to recruitment
 - Social media (artstation, websites, SIGs) can all work
 - LinkedIn can be very helpful

- Creating effective LinkedIn profiles
 - Résumés are not the only route to recruitment
 - Social media (artstation, websites, SIGs) can all work
 - LinkedIn can be very helpful
 - Somewhere to host a résumé that isn't gate kept by a recruiter
 - » Longer form of résumé
 - Recruitment / job site
 - Training / education site
 - Social (SIG) site

- Creating effective LinkedIn profiles
 - Somewhere to host a résumé that isn't gate kept by a recruiter
 - <https://www.linkedin.com/in/garethlewis/>
 - I have some detail about the work I've done in the past
 - My education
 - Some 'skills'
 - Recommendations
 - <https://www.linkedin.com/in/richard-steele-a11579143/>
 - <https://www.linkedin.com/in/jackrhowarth/>

- Creating effective LinkedIn profiles
 - Somewhere to host a résumé that isn't gate kept by a recruiter
 - Recruiters will use linkedin to trawl for candidates
 - it's a low effort site to build engagement.
 - Keep it up to date and relevant
 - Recruiters will avoid tumbleweed profiles (no updates)
 - Recruiters will avoid empty profiles (no content)
 - Can go into more depth than a 1 or 2 pager
 - Can link to things that wouldn't necessarily make sense in your résumé
 - » Blog posts / 80lv pieces etc
 - Need to keep it up to date
 - Some 2018 grads are still 'students'

- Creating effective LinkedIn profiles
 - Recruitment / job site



- LinkedIn carries a lot of job adverts
- Lots of interesting things to look at
 - not just games
 - Think about what you love and how you can ‘join the dots’
- Also, uses ML techniques to filter jobs for you based on interests and previous searches
 - Helps you to find things that interest you that you might not be looking for / thinking of
 - E.g. the pipe company doing VR training & sales

- Creating effective LinkedIn profiles
 - Training / education site

The screenshot shows the LinkedIn Learning platform interface. At the top, there's a search bar and navigation links for Home, In Progress, Saved, My Org, and Me. A featured course titled "Executive Presence: Tips for Women" by Selena Rezvan is displayed, along with a video thumbnail of her speaking.

Below the featured course, there's a section for "Set a weekly goal" which encourages tracking progress and setting goals. The main content area is divided into sections:

- In progress:** Shows a course titled "Learning Python GUI Programming" with 5h 55m left.
- Saved:** Shows a learning path titled "Become a Python Developer" with 29h 26m left.
- From your org:** Shows a course titled "Web Portfolio Projects: Binding and Propagation" by Leigh Lawhon with 1h 9m left.
- Learn JavaScript, a top skill for similar learners:** Includes courses like "JavaScript: Patterns" by Emmanuel Henri (1h 2m), "Vanilla JavaScript: Progressive Web Applications" by Tom Duffy (3h 45m), and "Learning the JavaScript Language" by Joe Chellman (2h 53m).
- Learn Python (Programming Language), a top skill for similar learners:** Includes courses like "Learning the Python 3 Standard Library" by Kathryn Hodge (2h 9m), "Deep Learning: Image Recognition" by Adam Geitgey (1h 41m), "Unit Testing and Test Driven Development in Python" by Richard Wells (2h 0m), "Code Clinic: Python" by Barron Stone (1h 51m), and "Python Parallel Solutions" by Giancarlo Zappala (1h 51m).
- Trending now:** Shows five small course thumbnails.

- LinkedIn acquired Lynda.com and moved content into LinkedIn Learning
 - Lots of content that may be relevant
 - Can put completed courses on your profile (to show you are smart and you get things done)
 - This can help greatly if you have some downtime after graduating

- Creating effective LinkedIn profiles
 - Social (SIG) site

The screenshot shows a LinkedIn homepage with the following elements:

- User Profile:** Gareth Lewis, Lecturer, Games Academy at Falmouth University.
- Profile Metrics:** Who's viewed your profile (41), Views of your post (71), and a link to try Premium Free for 1 Month.
- Saved Items:** Strike Gamelabs (29 followers).
- Recent Activity:** MSc Computer Games Pr..., # future, # futurism, # startups, # creativity.
- Groups:** MSc Computer Games Pr..., The Open University Alu..., Vulkan Developers, The Register Biting the h... See all.
- Followed Hashtags:** # future, # futurism, # startups. Show more ▾.
- Discover more:** A button at the bottom left.
- Top Navigation:** Home, My Network, Jobs, Messaging, Notifications, Me, Try Premium Free for 1 Month.
- Central Content:**
 - Start a post:** Write an article on LinkedIn.
 - Jobs recommended for you:** Research Scientist at DeepMind, London, GB; Chair, Co-Director of the Data Science Institute at Imperial College London + London, United Kingdom.
 - Today's news and views:**
 - The one talent that rules them all (2h ago, 6,796 readers)
 - Carlsberg beer to come in paper (2h ago, 33,742 readers)
 - SoftBank plans WeWork bailout: WSJ (20h ago, 27,904 readers)
 - The Nobel Prize in Economics is out (17h ago, 6,291 readers)
 - Can a break boost your career? (1d ago, 1,635 readers)
 - Promoted:** Become A Non-Executive, Join Our Award Winning NED Network For Exclusive Roles, Every Week; IT Education Trends 2019, Educating Digital Natives Requires A New Approach, Read Our Free Whitepaper.
 - Add to your feed:** #pioneers19, Nik McEwan, Sponsored by Grenade, Head of marketing at Kil...; GetSmarter, Company + E-Learning.
 - View all recommendations:**
- Bottom Footer:** About, Help Center, Privacy & Terms, Advertising, Business Services, Get the LinkedIn app, More, LinkedIn Corporation © 2019.

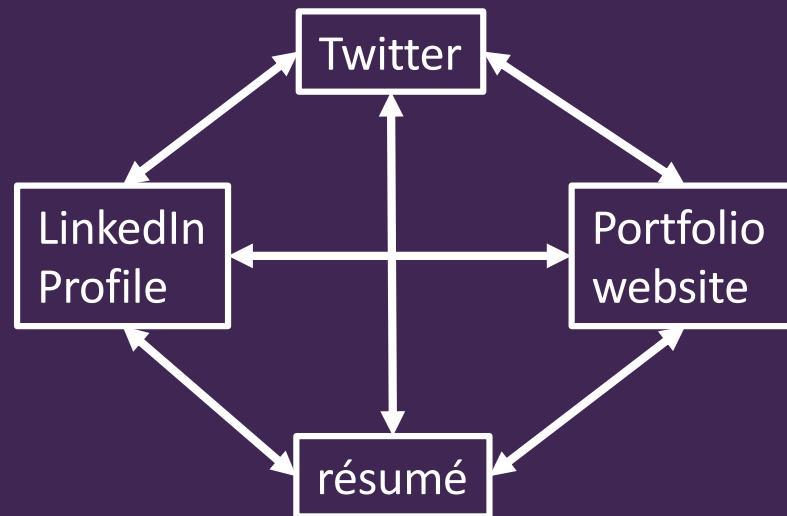
- Like a duller version of Facebook
 - Wall of ‘relevant’ content
 - Groups of related interests
- Can use this to:
 - Make connections with people that you find interesting
 - Engage with people and groups to create presence / interest

- Sharing information effectively between your résumé and LinkedIn
 - From our experiences with marketing, one of the most important lessons is to be consistent with your marketing message
 - Here, we are marketing ourselves, so the same rules apply

- Sharing information effectively between your résumé and LinkedIn
 - At a simple level, your LinkedIn profile can be a cut & paste of much of your resume
 - As you become more experienced, it gets harder to fit all your experience (and detail) into a 2 page resume, so your LI profile can contain all the detail
 - Because that's where recruiters go to harvest your details
 - You can slice and dice your resume for different jobs based on the LI profile source

- Driving traffic to your sites
 - Personal website / portfolio
 - LinkedIn / artstation
 - Resume (recruiters will blank this out ☹)

- Driving traffic
 - Look to link them to each other
 - Linkedin -> portfolio
 - Portfolio -> linkedin & twitter
 - portfolio -> resume
 - Twitter -> linkedin & portfolio



- Driving traffic

Jonathan Hemmens

Environment Artist at The Creative Assembly

ALL

Home Resume Blog



EXPERIENCE POINTS



Light the Path Project Breakdown



Teen's Room Interior Production



Game Art Tests and How to Approach Them

- Driving traffic

Jonathan Hemmens

Penryn, Cornwall, UK, TR10 8QX | 07985 522640 | jonathanhemmens@gmail.com
Portfolio Link - <https://www.artstation.com/jonjo>

Experience

Environment Artist Intern, Antimatter Games
(May 2018 - August 2018)
Rising Storm 2, Rising Storm 2 DLC (ANZAC and Campaign Update)

Worked closely with the Environment Art team to create environment props, levels, tileable textures and modular kits compatible with UDK.

Experience in the following tools;
3DS Max, UDK, Substance Designer, Substance Painter, Perforce, Jira

Education

Falmouth University (2016 – Present)
Game Development: Art BA(Hons)

Worked on Multiple game projects with teams of 10-12 working on 6-8 month projects. Experience working with all different development routes.

Experience in the following tools;
Unreal Engine 4, Unity, Autodesk Maya, 3D Studio Max, Substance Designer, Substance Painter, Agisoft Photoscan, World Machine, Marvelous Designer, Speedtree, Zbrush 4R7, Git desktop, Tortoise Git, Xnormal

Plymouth City College (2014 – 2016)
Game Development BTEC Extended Diploma - D*DD

Experience in the following tools;
Unity, Blender, Adobe Photoshop

References available at request

**Jonathan
Hemmens**

Environment Artist at The Creative Assembly

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GENERAL **WORK IN PROGRESS**

80 Level - Art Tests and How To Approach Them

General / 11 July 2019

Hey guys, I wrote a piece for 80 Level about Art tests recently. I got the chance to interview some incredibly talented industry artists about the subject and get some advice for people looking to tackle them, and break into the industry. I hope it helps! Big shout out to [Jacob Claussen](#) for letting me use his art test in this piece!

<https://80.lv/articles/game-art-tests-and-how-to-approach-them/>



**ART TESTS
AND HOW TO APPROACH THEM**



80 LEVEL

- Driving traffic

- <https://www.linkedin.com/in/jonathan-hemmens/>

The screenshot shows Jonathan Hemmens' LinkedIn profile. At the top, there's a banner for a 'Systems Thinking Course' at Cornell. Below it, his profile picture and name are displayed. His title is 'Environment Artist at The Creative Assembly'. He is located in West Sussex, United Kingdom. He has 284 connections and a 'Contact info' link. To the right, there are promoted posts for 'Practical Analytics', 'Systems Thinkers' (from eCornell), and 'Top 5 VoIP Phone Systems'. A 'People Also Viewed' sidebar lists several other professionals. At the bottom, there are sections for 'Highlights' (showing 61 mutual connections with Kyle Shepherd, Arabella Collins, and 59 others) and 'About' (with links to his ArtStation portfolio and CV/Resume).

- Generally, really good stuff, though LinkedIn is a bit sparse
 - However, Jonjo was working by July, so he probably didn't need to do much work on this ;)

- Driving traffic
 - <https://www.thomaskingleveldesign.com/>

The image shows a screenshot of a portfolio website for a level designer named Thomas King. The top navigation bar includes the name "THOMAS KING" and "LEVEL DESIGN" on the left, and "WORK", "RESUME", "ABOUT ME", and "CONTACT ME" on the right, with the "WORK" section highlighted by a red box. Below the navigation is a dark banner featuring the Supermassive Games logo and the text "SUPERMASSIVE GAMES" and "Award Winner 2019". The main content area displays two game environments. The top section, titled "FREAK REAL ESTATE | 3RD YEAR UNIVERSITY", shows a top-down view of a house interior with various rooms and glowing green objects. The bottom section, titled "A NEW TOMORROW | 2ND YEAR UNIVERSITY", shows a cluttered industrial or storage area with wooden crates, barrels, and a robotic arm.

THOMAS KING LEVEL DESIGN

WORK RESUME ABOUT ME CONTACT ME

SUPERMASSIVE GAMES®
Award Winner 2019

FREAK REAL ESTATE | 3RD YEAR UNIVERSITY

A NEW TOMORROW | 2ND YEAR UNIVERSITY

- Driving traffic

THOMAS KING **LEVEL DESIGN**

itstomwk@gmail.com /in/thomas-king-level-design/
thomaskingleveldesign.com @ItsTomWK

KEY SKILLS

- Agile workflow
- Fantastic communication
- Iteration efficiency
- Great teamwork skills
- Adaptable
- Critical thinking
- Production pipeline understanding
- Passion for my work

ABOUT ME

With three years of experience developing games in Unreal, within small creative teams, I have been able to hone my skills as a developer and level designer. I am excited to broaden my knowledge and skill set further as I move into my career with the belief that I could be a great asset to any creative team.

WORK EXPERIENCE

Lead UI & UX Designer | Level Designer Chatterbox Interactive | Freak Real Estate 09/2016- Present

- Freak Real Estate is a top down, isometric, strategy game
- 3rd year university project
- Lead UI & UX design
- Instrumental in the early grey boxing for the main game level
- Led numerous Q and A playtesting sessions
- Created bespoke levels and set pieces for the games trailer
- Designed and created the atmospheric fog and lighting for the main level

Lead Level Designer Terminally Chill | A New Tomorrow 09/2017 - 05/2018

- A New Tomorrow is a first person, stealth, shooter game
- 2nd year university project.
- Created a 3 floor sandbox factory level with 4 linear style routes
- Created all the games design documentation
- Involved in the creation and balancing of tool pickups
- Involved in the balancing and route placement of enemy AI
- Led numerous Q and A playtesting sessions.

Lead Level Designer Basilisk Studios | Nebula Knights 01/2017- 05/2017

- Nebula Knights is a top down, couch co-op, hack 'n' slash game
- 1st year university project
- Led the level design and created 50 modular rooms
- Created all the games design documentation
- Involved in the design of a PCG level spawning system
- Created two 10 room levels out of the modular rooms
- Involved in the creation and balancing of AI enemies
- Designed environmental interactables
- Led numerous Q and A playtesting sessions.

EDUCATION

BA(Hons) Game Development: Design
Falmouth University 08/2016 - Present

SOFTWARE SKILLS

Proficient in:

- Unreal Engine
- Atlassian JIRA
- Adobe Photoshop
- Trello
- Adobe Illustrator
- BitBucket

Knowledgable in:

- Unity
- Autodesk Maya
- Autodesk 3DS Max
- Perforce

- 1 pager that works fairly well
 - Not completely up to date (but whatever)
 - Ideally
 - More recent projects should have more real estate than older ones
 - Personally
 - I'm not a huge fan of lists of skills
 - Show don't tell

- Driving traffic

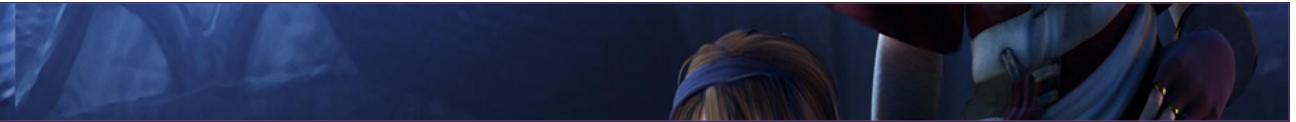
The screenshot shows a LinkedIn profile for Tom King. At the top, there's a circular profile picture of a man with a beard. Below it, his name 'Tom King' is followed by '1st'. Underneath, it says 'Junior Game Designer at Supermassive Games Ltd' and 'United Kingdom · 152 connections · Contact info'. To the right, there are buttons for 'Message' and 'More...'. Below this section, there's a 'Highlights' section with a note about mutual connections with Tom Daniels, Tiffany Ren-Edson, and others. It also mentions that both worked at Falmouth University and Supermassive Games Ltd from September 2017 to July 2019, with a 'Say hello' button. The next section is 'About', which includes a bio: 'Current Junior Designer at Supermassive Games. My specialisms lie within both game design and production which I have experienced from my time in university and industry.' A red box highlights a link to 'Thomas King - Portfolio Website' with a small icon. The 'Experience' section lists 'Junior Game Designer' at Supermassive Games Ltd (Jul 2019 – Present) and 'Game Development - Design' at Falmouth University (Aug 2016 – Jul 2019). The final section is 'Education' with a listing for 'Falmouth University'.

- Again, not a huge amount of detail
 - Tom had a job by July, so it's expected

- Wrap-up
 - Assume anyone that will read your résumé
 - Knows nothing
 - Has very little time to read
 - Make your résumé
 - A narrative that makes sense
 - Speak in terms that makes sense to recruiters
 - Add the right level of detail
 - Link your résumé with other social media
 - Share your content between LinkedIn & résumé
 - Link to other content



- Wrap-up
 - LinkedIn
 - Is often viewed as ‘facebook for business people’
 - Offers Recruitment
 - Offers Learning / training
 - & social networking



- Questions