John James Scribbins

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Profile:

I am a hard-working and devoted Games Design graduate from Sheffield Hallam University with a range of experience working as an individual, part of a team and a team leader. I have experience working with people with varying skill sets and managing them into a productive team to meet goals, mostly through listening to their problems and helping to create solutions that ensure a quality product whilst keeping to schedule. I am a creative, friendly and approachable person that can work well under pressure and maintain passion for projects.

Skills:

- Proficient with 3DS Max, Unreal 4, Photoshop and Zbrush.
- Experience with Substance Painter and Designer, Maya and Oculus Rift.
- I am a creative individual which extends into my problem solving skills when tackling numerous forms of tasks.
- Experienced with time management of group projects which have ranged from a few weeks to yearlong endeavours.
- Leading and being part of a team with experience in management, work flow and teamwork.
- Confident with public speaking after giving dozens of professional pitches to clients and university course leaders.
- Friendly, approachable, willing to learn and unafraid to ask for help.

Experience:

Dec 2016 — **Fnatic – Bunkr Assistant**
Working as a sales assistant in Fnatic's esports concept store. Engaging with customers on a daily basis, fulfilling sales, and helping run various esports events instore (such as livestreams, press events and tournaments).
Reference: faye@fnatic.com

Jan – May 2016 — **Steel Minions – Lead Artist and Team Member**
As part of the "Game Development" module at University I worked alongside Steel Minions to create a next-generation sequel for the PS3 title 'Piecefall'. For the sequel I created assets for the environments and helped overall in the creative process. Half way through the project I moved to a sister team which was porting the original Piecefall to mobile. As a lead artist on this new team I took the existing assets and optimised them for a mobile device by lowering polycounts, recreating assets and animations, and fixing texture issues. This mobile port was chosen to compete at GameRepublic Student Showcase 2016.

Experience Continued:

Jan 2016   **Tick, Tock, Buzz – Lead Artist**
A mobile app development created by myself and four student software developers. Tick, Tock, Buzz was a small project that I helped with during my free time by supplying 2D art assets and creating an art style for the game.
Reference: ryanrobinson9111@gmail.com

2014-2015   **Sheffield Hallam University – Software Project Leader**
During my third year of University I pitched my idea of a video game which was one of nine to be selected for further development on the PS4. I took on the role of a software lead in guiding my team to program and develop art assets. Through my time working on the project I had gained experience with managing team members from different courses, varying skill levels and work ethics. My role on the project also included ensuring that we worked efficiently to meet our deadlines whilst keeping a level of quality in the product.

2014   **Sheffield Hallam University – Level 5 Integrated Project Team Member**
A second year project where I created a team of my classmates to work with a client to create levels for their existing video game. My role within the team was designing and creating assets as well as being the main communicator with the client.

Education History:

2012-2016   **Sheffield Hallam University** *(City Campus, Howard Street, Sheffield, S1 1WB)*
mArt Games Design – Second Class Honours (First Division)
During my time at Sheffield Hallam I studied a variety of subjects related to Game Development such as Concept Art, Asset Creation, 3D Games Prototyping, and Game World Creation and Mechanics. A large number of my modules consisted of group projects which integrated with other courses such as Programming and Digital Media Production to work with clients, produce original game ideas and gain experience working with multiple platforms.

2010-2012   **Richard Challoner (Sixth Form)** *(Manor Drive North, New Malden, Surrey, KT3 5PE)*
AS Level: English Literature (C), Fine Art (C)
OCR: Media Level 3 (Distinction)
NOCN: General Religious Studies Level 2

2005-2010   **Richard Challoner** *(Manor Drive North, New Malden, Surrey, KT3 5PE)*
9 GCSEs at A-B
Including English (A), Maths (B), Science (B), Additional Science (B)
Edexcel: BTEC ICT Level 2 (Pass)

Interests:
I have a great passion in developing video games which include modelling, texturing and animating assets from characters to environments and also have an interest in pixel art. I am very technology based and enjoy working with computers. For several years now I have casually enjoyed swimming and more recently competitive diving.