✉ josie.wood@students.plymouth.ac.uk

🌐 www.josiegamedev.uk/

in www.linkedin.com/in/josiegamedev

📞 07388016036

Josie Wood

I'm a second year student studying Computing & Games Development in Plymouth, looking for a year long internship in Game Design. I'd love the chance to work with you, thankyou for considering me.

SKILLS

- Game Design considering User Experience
- Experience of developing games as a solo dev, so have a good understanding of other departments such as Programming and Art and how they intersect with Design work
- Used to Agile Workflow and Project Management in Trello
- Experienced with Version Control in Github

EDUCATION

University of Plymouth — *BSc(Hons) Computing and Game Development*

September 2018 - Current, Plymouth, Devon

I'm currently in my second year of study at Plymouth University, having achieved a first in my first year. I've been covering:

- Development in C# and Java
- Game Development in Unity3D
- Designing products from list of requirements
- Design Documentation and Agile Workflow

Budmouth Sixth Form — *A-levels*

September 2015 - May 2018, Weymouth, Dorset

- A levels in Psychology, Maths, Physics and Sociology
- Extended Project Qualification (EPQ) studying Educational Computer Games

EXPERIENCE

As well as my University work, I have exercised my design skills throughout the last few years by taking part in Game Jams. This has really helped me develop the following skills

- Team collaboration, designing a game as a team
- Scoping projects which can actually be made in a short time frame
- Generating ideas around a given theme, and developing these ideas into a complete experience.
- Testing out game ideas to identify how play can be improved upon to provide a more developed player experience

INTERESTS

As well as video games, I'm an avid player of board games and Tabletop RPGs such as Dungeons and Dragons. Meeting up with friends in a casual environment and working together (or against one another) to solve problems and defeat the 'big bad' with creative solutions is a really fun way to relax and catch up with people.

I'm also a keen reader of graphic novels and comics; I'm drawn to their distinct visual style, and really like how stories and characters can be portrayed to readers in just key-frames. I particularly like how use of colour is so varied and changing in order to show different moods and tones throughout a story, which is something I like the idea of transferring more into my designs.