Mark Lindsay Portfolio Outline

This project is a portfolio piece to display my personal past and current work. It is necessary for a designer to have a personal portfolio, and considering that I am in the final year of my degree and lack any online presence, I am using this assignment to create a presence for myself. A portfolio and a form of online CV. I have categorised the projects that will be included on the website into Game Design, Modelling and Animation, Graphic Design and Blogs.

Game Design

The work displayed on the Game Design tab includes both completed work and conpcets. So far in the completed works there are 3 full games (Breathe - MDDN343 Advanced Computer Game Design Project,Noble Steed and Rabble - 2014 PxlJam entry, and Warhaus - 2015 PxlJam entry) and 3 concepts that havebeen visualised to the extent of a shell of a game (Clash - Personal project, Test Subject 01 - Personal project and Pitch- MDDN243 concept project).

Modelling and Animation

This tab shows individual concept models and basic animations. These are individual projects that arenot associated with any of the games above. Their intention is to display my personal skills in modelling and animation.

Graphic Design

My graphic design work is limited but still importantenough to display on the website. This work is contract work for the Victoria University German Association. They hired me on three seperate occasions to design tickets and posters for different events.

Mark Lindsay Portfolio Flowchart

Home — Index

About Me

Game
- Breathe
- Noble Steed and Rabble
- Breathe
- Clash
- Warhaus
- Test Subject 01

Modelling Animation
- Motion Capture
- Planetscape
- Character Modelling
- Asset Modelling

Graphic
- Das Shakespeare Projekt
- Minna Von Barnhelm
- Languages Ball '13
- Family Violence

Blogs
- Game Blog
- Animation Blog
- Development Blog

All pages link together through the toolbar at the top of the webpage.
From the home page there is a set of quick links at the bottom so the users can go directly to a project page without having to go through the tabs.
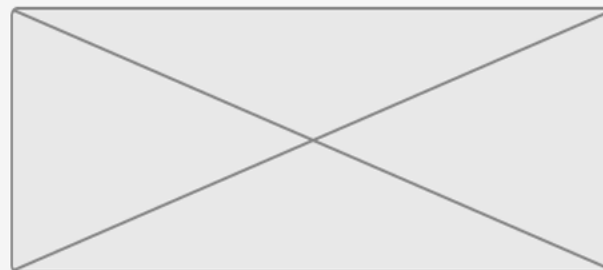
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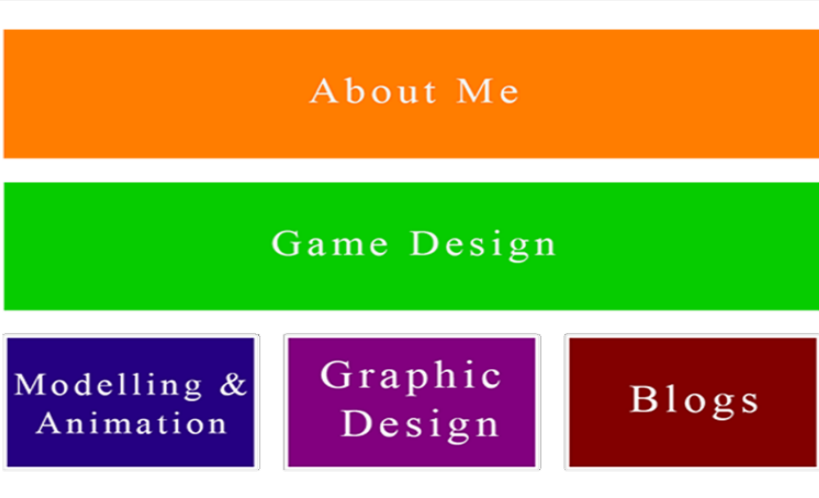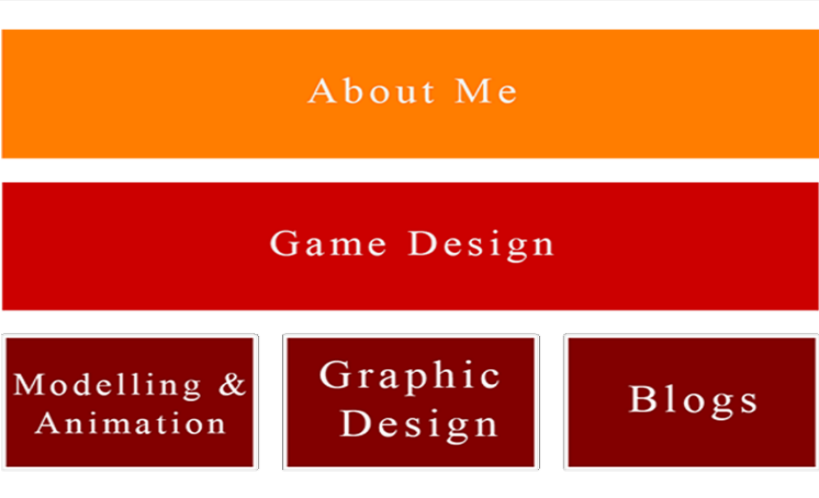
Lighter shade of green makes it difficult to see the white text. Blue is not overly interesting colourcombination. Green text on the home page is not very attractive for viewers. Blue text blends in too much and is difficult to read.

Warm colours, appears inviting, easy to read the white text on the background. The change in colour dictates the importance of each tab. Lighter colours draw attention over darker shades.
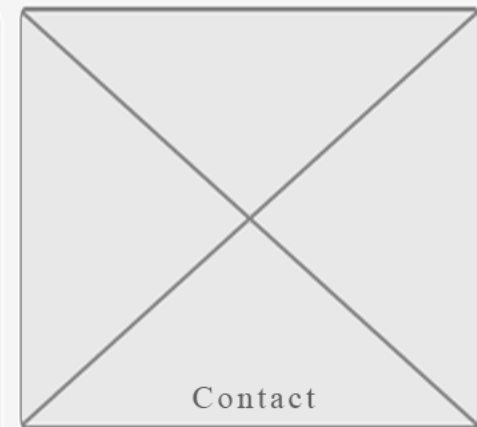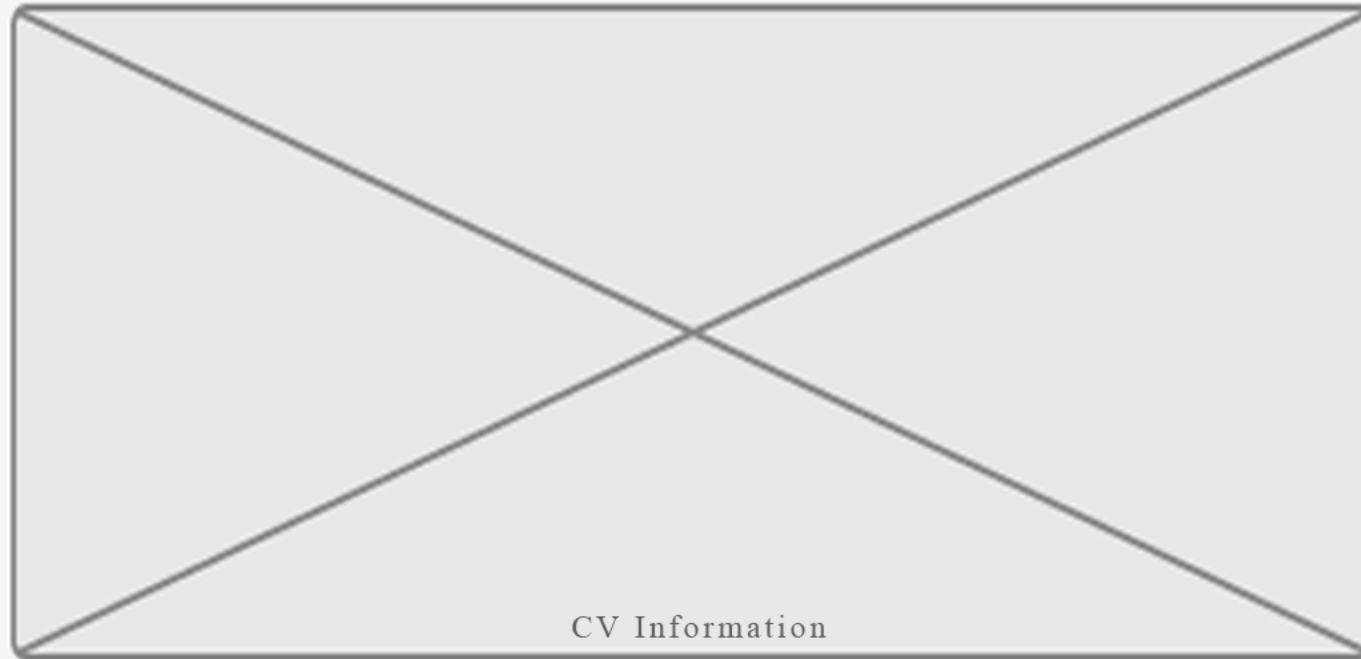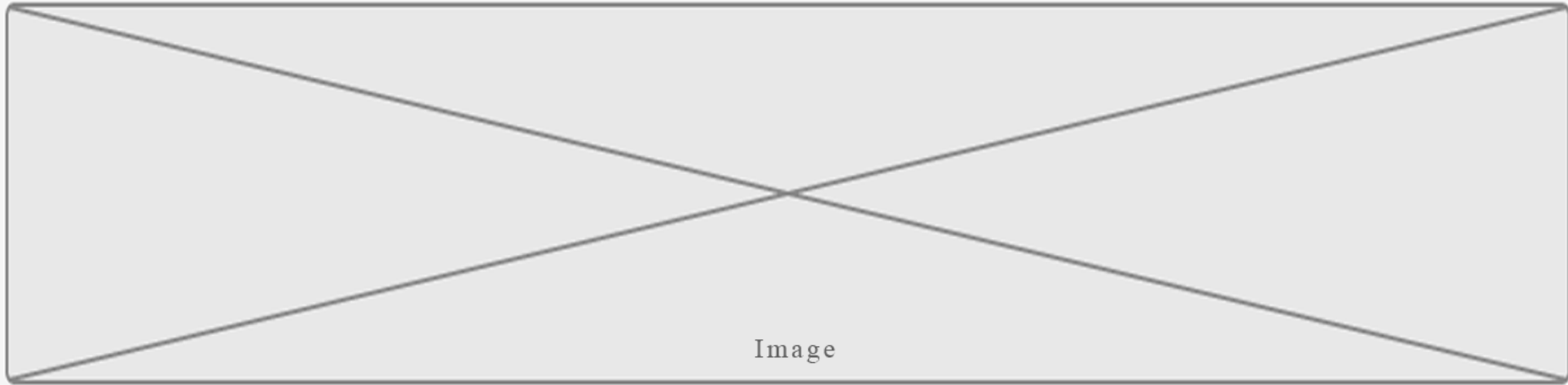
A mix of colour does not work. It looks terrible. There is too much going on in this. Enough said.

Mark Lindsay Portfolio

About Me
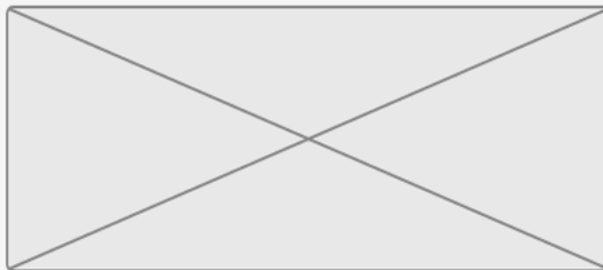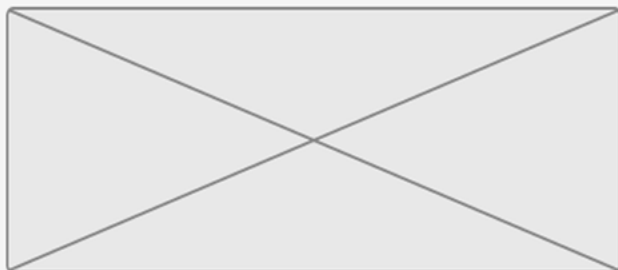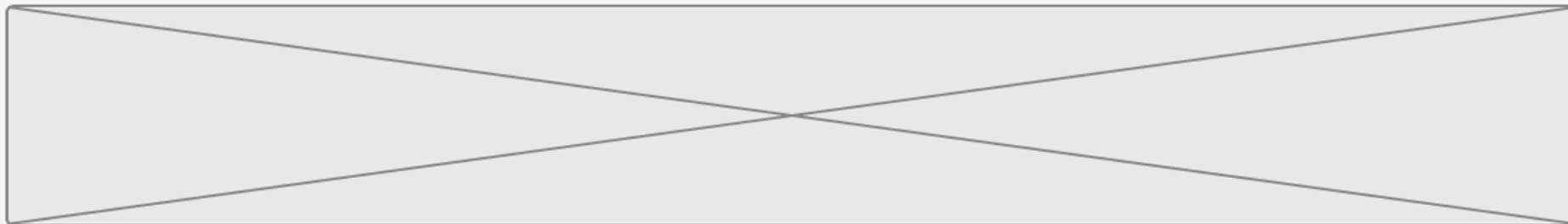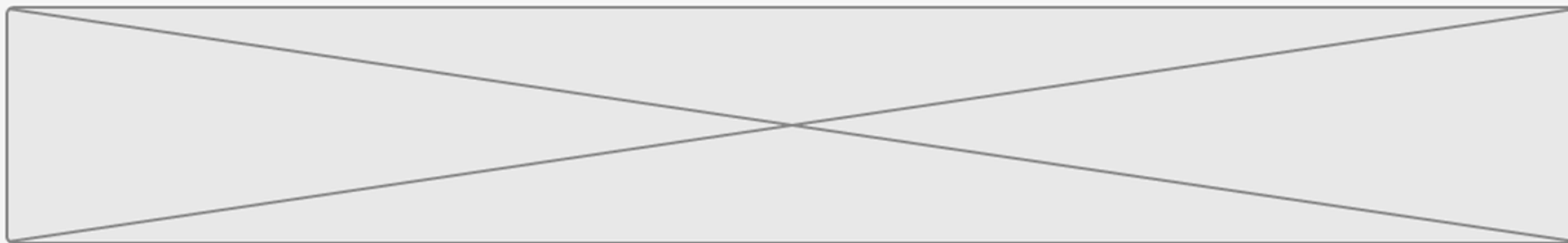
Image

CV Information

Contact

Game Design

Image	Image	Image
Project Information	Project Information	Project Information
Image	Image	Image
Project Information	Project Information	Project Information

Graphic Design

Image	Image	Image
Project Information	Project Information	Project Information
Image	Image	Image
Project Information	Project Information	Project Information

Modelling & Animation

Image	Image	Image
Project Information	Project Information	Project Information
Image	Image	Image
Project Information	Project Information	Project Information

Blogs

Image	Image	Image
Blog Information	Blog Information	Blog Information

Noble Steed & Rabble

Project Information

Game Window

Image

Image

Image

Image

Das Shakespeare Projekt
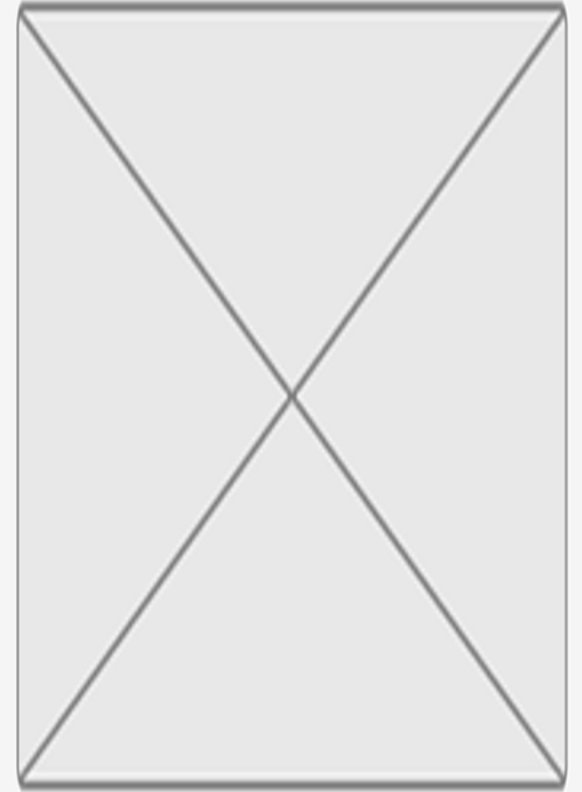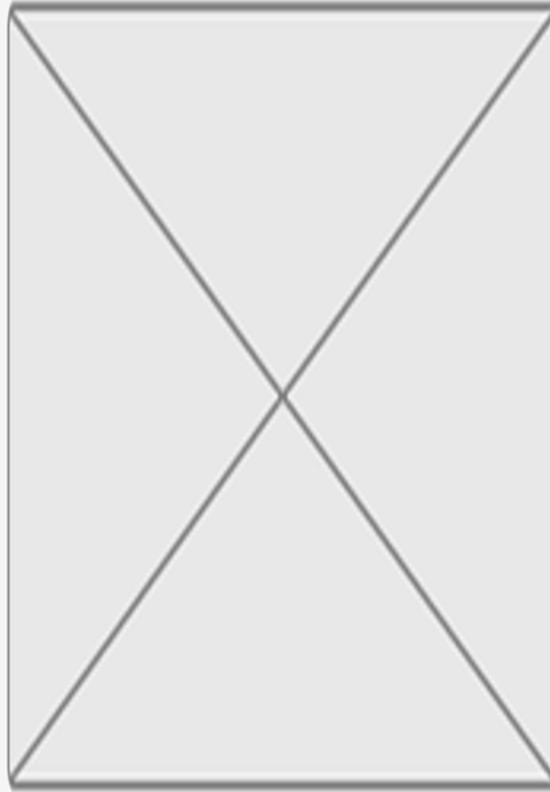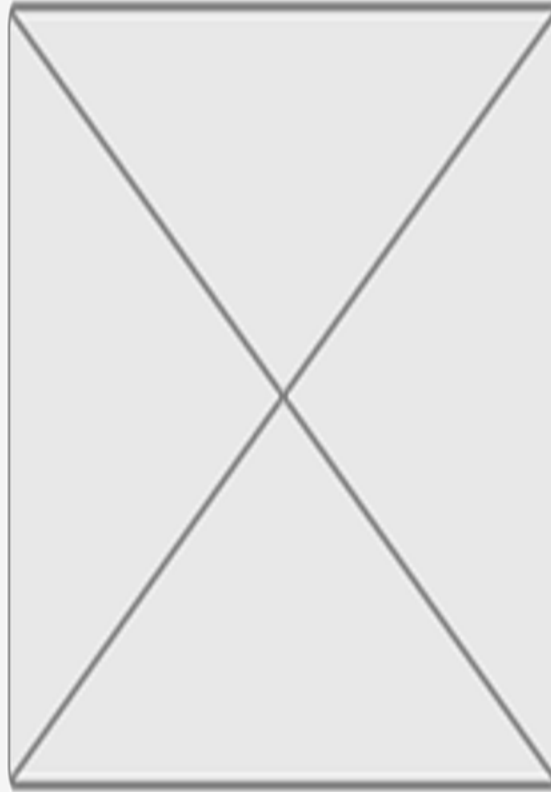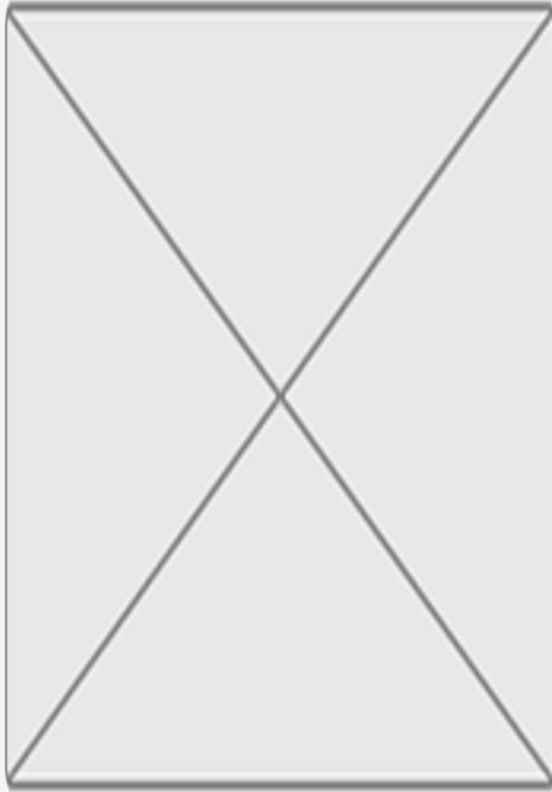
Mark Lindsay Portfolio
User Persona

- Joseph Dunn
- joseph.dunn@fakemail.com
- Game Director
- 021-222-5555
- 1475 Seneca Avenue
- I am based in Toronto, Canada. I enjoy good music and indie movies

- Andrea Bennett
- andrea.b@fakemail.com
- Graphic Designer
- 027-534-1233
- 1233 Hamilton Avenue
- Based in California. Passion for good art and always keen for new projects

- Leonardo Phillips
- leonphillips@emailtest.com
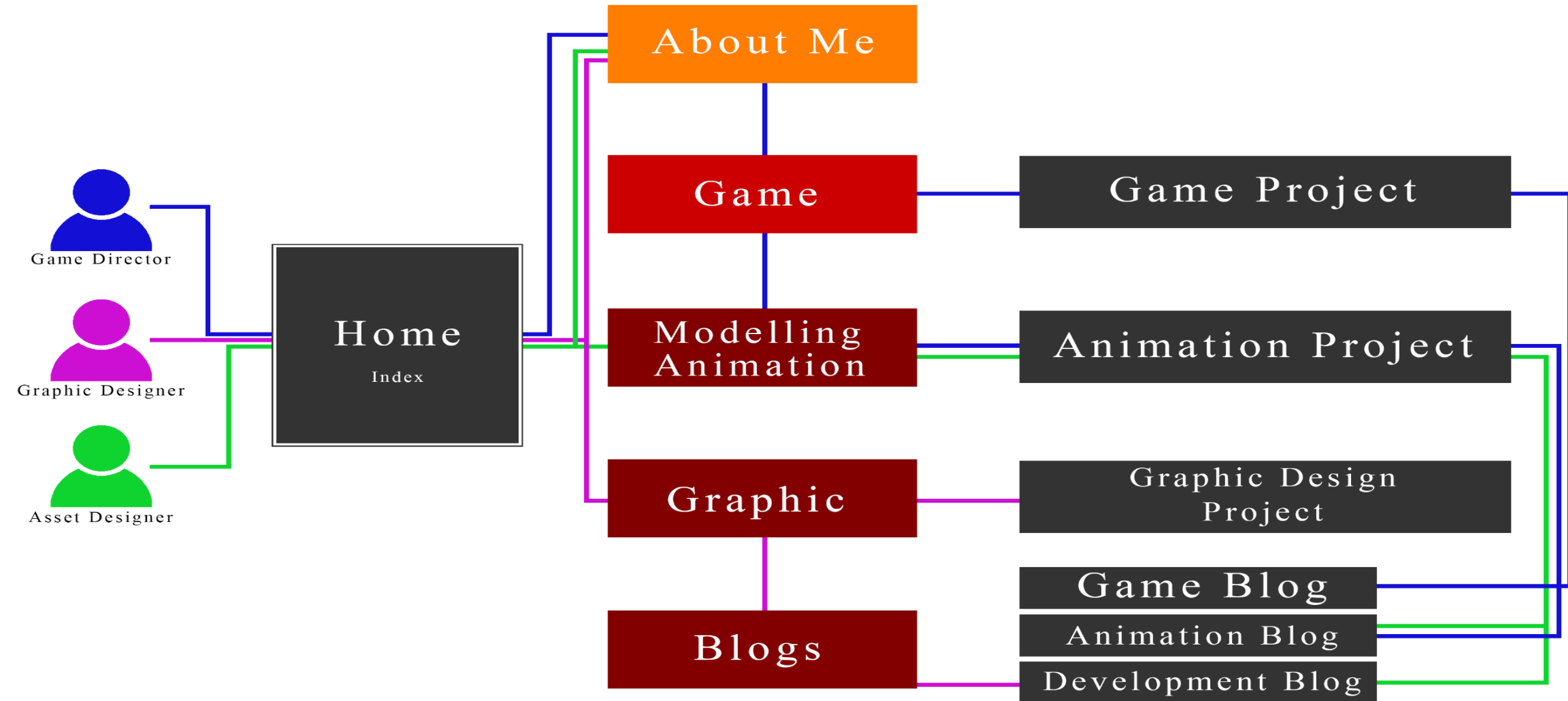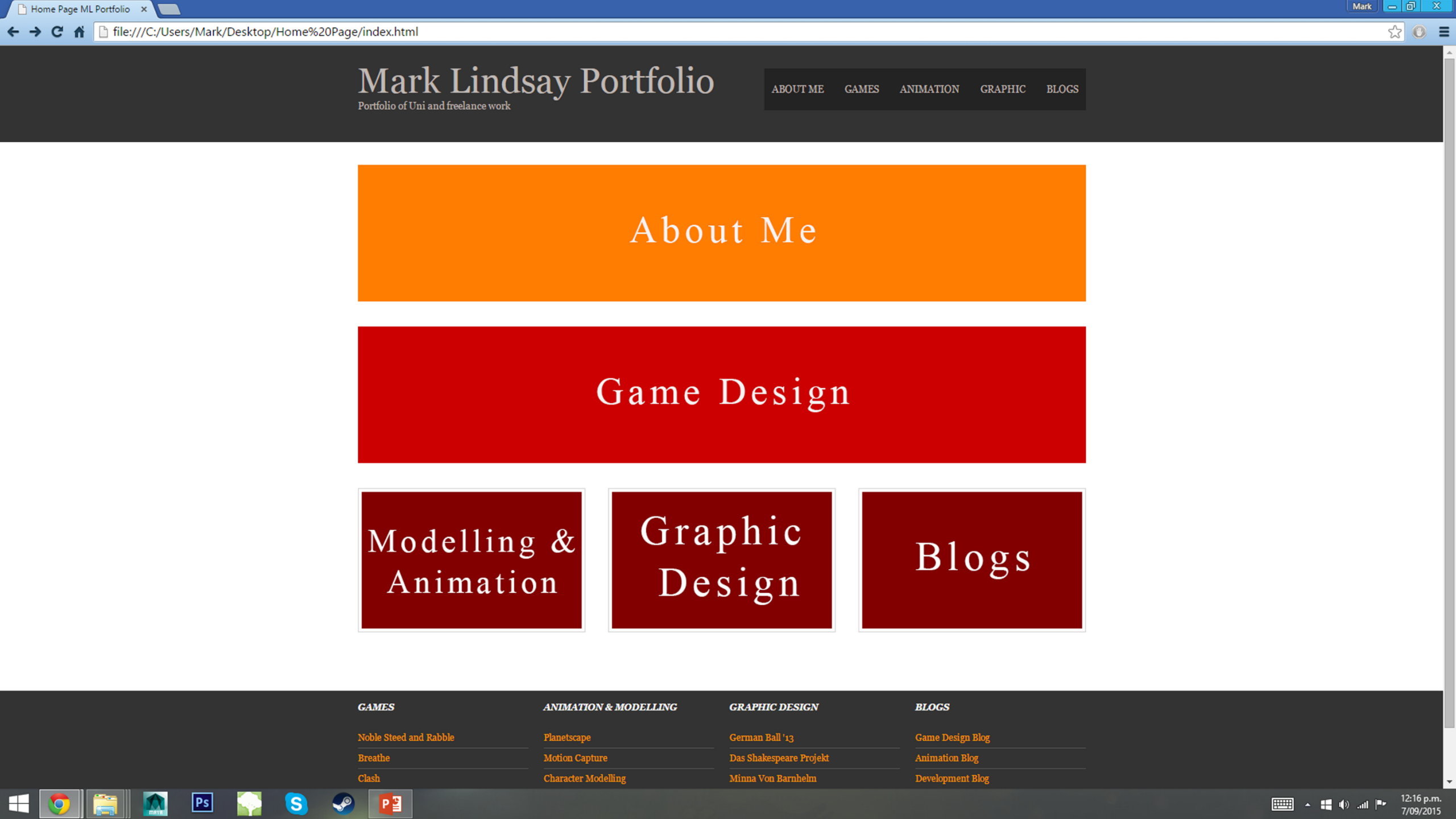- Asset Designer
- 666-777-8888
- 4441 Lincoln Park Avenue
- I'm passionate about making things fun and simple. I like coming up with big ideas.

Mark Lindsay Portfolio
Journey Map

Game Director

Graphic Designer

Asset Designer

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file:///C:/Users/Mark/Desktop/Home%20Page/index.html

Mark Lindsay Portfolio
Portfolio of Uni and freelance work

ABOUT ME   GAMES   ANIMATION   GRAPHIC   BLOGS

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GAMES

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Breathe

Clash

ANIMATION & MODELLING

Planetscape

Motion Capture

Character Modelling

GRAPHIC DESIGN

German Ball '13

Das Shakespeare Projekt

Minna Von Barnhelm

BLOGS

Game Design Blog

Animation Blog
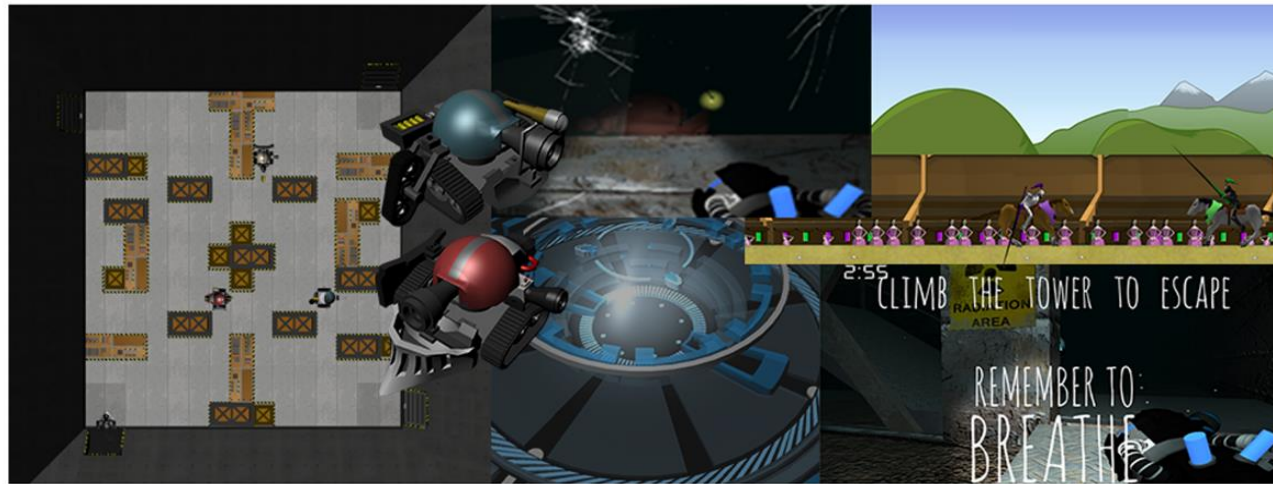
Development Blog

12:16 p.m.
7/09/2015

About Me
Information about myself and skills

HOME   GAMES   ANIMATION   GRAPHIC   BLOGS

CLIMB THE TOWER TO ESCAPE

REMEMBER TO
BREATHE

MARK LINDSAY

I am a fourth year Victoria University student studying a Bachelor of Design Innovation, majoring in Media Design. My long-term career goal is to become a Game Design Modeler and Animator.

My strengths are in good team-work skills, dedication to learn any necessary skills that are needed for a job and my determination to achieve highly in my work.

SKILLS AND KNOWLEDGE

Expert knowledge in Adobe Photoshop and Autodesk Maya. Intermediate skills in Autodesk Mudbox, Zbrush, HTML and CSS. Beginner knowledge in Illustrator and Adobe Premiere Pro and After Effects. All of these skills can be developed further still.

2007-2011 | Palmerston North Boys High, Palmerston North

NCEA Level 1 & 2 with Merit.

NCEA Level 3 with Achieved.

SOCIAL MDEIA CONTACT

▸ Facebook

▸ Youtube

▸ University Blog - 1st Year
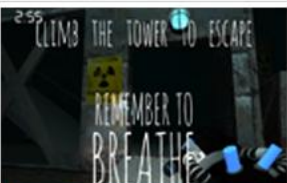
▸ University Blog - 2nd Year

GET IN CONTACT

Game Design
Finished and conceptualised Games

Noble Steed & Rabble is inspired by 2014 PxlJam theme "with your powers combined". The game pits two teams of knight and horse against one another utilising a single keyboard.

NOBLE, STEED & RABBLE

Breathe was created for a 300 level university paper "3D game design". We worked in teams of 6 (3 designers, 3 computer science student) to create a timed action game based on the original concept from Ash Jean-King.

BREATHE

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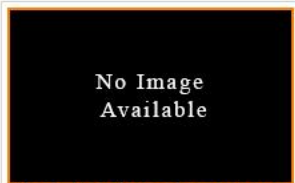
Clash is a four player turn based strategy game. The aim is to destroy the other players encampments so your kingdom can claim the ancient ruins. Each setup phase, the player can choose which lane to send their units. You must choose who to attack tactically.

CLASH

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TEST SUBJECT 01

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Warhaus' initial concept was inspired by the 2015 PxlJam theme "One Rule". The design style was inspired by the bauhaus movement. 4 German tanks battle one another to become the perfect example of bauhaus design - by diminishing their parts until they only have 1 remaining. Each part had a different rule.

WARHAUS

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GRAVITY

Minna Von Barnhelm

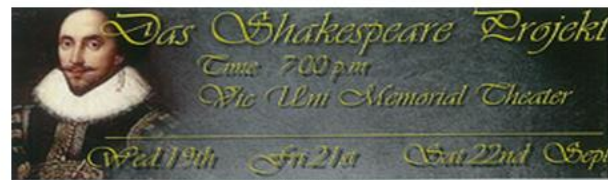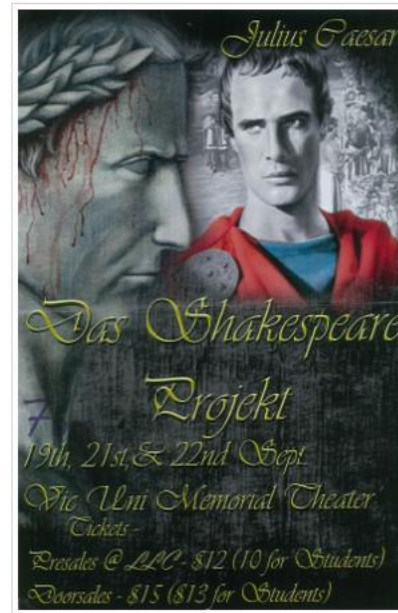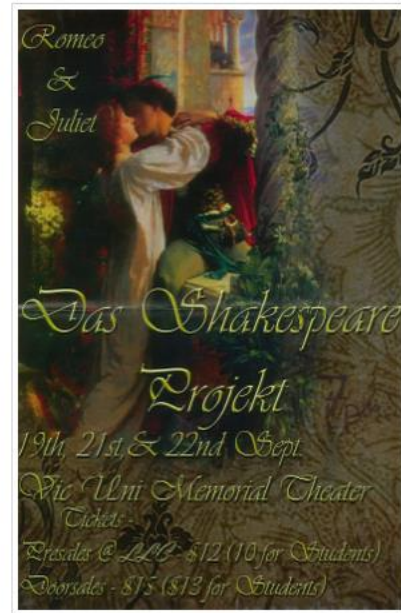Freelance work for Victoria University German Club

Das Shakespeare Projekt

Freelance work for Victoria University German Club

Ticket

Brochure