



Oliver Gregory Perkins

Curriculum Vitae

About

Hello! My name is **Oli Perkins**.

AAA Level Designer & Games Design graduate from Bournemouth University.
I am a creative individual with industry experience. I have always known that I have a passion for creating games, levels and immersive gameplay for people to play and enjoy. I want to show and share that here.

Skills

Maya	Blender	Unreal Engine 4/5	Unity	Perforce	Github
3D Tools					
Substance Painter	Substance Designer	Adobe Photoshop	Adobe Illustrator	Textureing Tools	
Games Engines					
Adobe Premiere Pro	Confluence	Adobe After Effects	Microsoft Office 365	Design and Editing	
Visual Studio/Code	UE Blueprints	C#	HTML	CSS	Javascript
IDE's		Programming Languages		Python	

Education

Bournemouth University

> Games Development Pipeline	> Interface Design
> Games Design Principles	> Commercialisation And Business Environment
> Level Design Fundamentals	> Innovation, Enterprise And Business Development
> Lighting And Texturing	> Game Modelling Fundamentals
> Usability And Game Analytics	> Modelling For Animation
> Storytelling And Narrative Development	> Animation For Games
> Game Studio Project	> Final Year Project
	> Bachelor of Science with Second Class Honours (Upper Division)

Strode College

> Communication and Employability Skills	P	> Human Computer Interaction	M
> Computer Systems	D	> Mathematics for IT Practitioners	P
> Software Design and Development	P	> Information Systems	D
> Event Driven Programming	D	> Digital Graphics	D
> Object Oriented Programming	D	> Database Design	D
> Web Server Scripting	D	> Computer Networks	D
> Client Side Customization of Web Pages	D	> IT Technical Support	P
> Developing Computer Games	P		

Huish Episcopi Academy

> Additional Science	A	> Media	M
> Core Science	C	> Maths	C
> Computing	C	> English	B

BU University Projects



Final Year Project (Environment)

This Final Year Project was an 'Valorant' themed level design and environment. Valorant is a Search and Destroy Tactical shooter. The stylized environmental art and the level design is something I am very interested in. If I could improve this project I would focus on more accurately recreating the lighting and some of the textures from the game, using different techniques found after the project was complete.

- > Used UE4
- > Created Assets using Maya, Photoshop, Substance Painter and Designer
- > Inspired level design of Valorant and Counter-Strike



Pervasive Games Project

The goal for this project was to develop a working pervasive prototype which integrates more than one interaction paradigm. In this case I created a VR, voice recognition spell casting tech demo. If I could improve this demo I would work on the overall art-style to make this project look more polished, however since this was a prototype that wasn't the main goal.

- > Used Unity
- > Fully working VR player controller
- > Some assets were created in Photoshop and Blender
- > Programmed features using C#
- > Created an XML file to store and handle the voice commands

Professional Experience

CLIMAX STUDIOS

Level Designer

Climax Studios / Full Time

Jan 2023 - Present

- > A strong level flow, metrics & pacing.
- > Good visual eye for scene setting, sight lines, vistas and areas of interest.
- > Experience working within Unreal Engine 4/5, as well as with Blueprinting.
- > Grey Boxing levels to a professional standard.
- > Scripting gameplay content in levels such as events, interactions and encounters.
- > Communication skills to collaborate with a creative & multidisciplinary team.

CLIMAX STUDIOS

QA Technician

Climax Studios / Contract

Feb 2022 - Jan 2023

- > Regression and general testing across a range of platforms
- > Experience in running and testing multiplayer features and test plans.
- > Knowledge of bug reporting workflow & updating bug databases.
- > Understanding of games, development cycle, key milestones and game terminology.
- > Using programs such as; BuildSync, JIRA, TestRails



Projects

RETURNAL

Unannounced AAA Game