CURRICULUM VITAE

Thomas Stevens
07575 437590
t.stevens2003@gmail.com
Portfolio:
www.thomasstevens.xyz

Professional Summary:
Dedicated and communicative technical games design student with a drive to increase the skillset by learning and understanding industry standard software and techniques. Looking for a placement opportunity in order to experience the working environment.

Education:
University: Staffordshire University
Course: Computer Games Design and Programming BSc Hons
Modules:
2nd year:
- Advanced 3D Games Engines: Expanding on the Unreal engine and blueprint knowledge; whilst highlighting the importance of utilising an embedded scripting language with an engine.

- Indie Game Development: Going through the whole process of designing and completing a game, starting with design documents then using Unity to create the finished product.

- Introduction to 3D modelling for Games: Introduction to the pipeline for creating games art assets. Taught to utilise 3DS max to model and texture 3D assets.

- Junior Collaborative Games Development: Creating a finished game in a junior role, in a team replicating the way games studios work.

1st year:
- Rapid Games Prototyping: Taught how to design, develop and create game prototypes using rapid prototyping techniques, scripting and the Unity game engine.

- Introduction to 3D Games Engines: Learning the basics of unreal engine and blueprint scripting language to expand upon 3D platformer frameworks.

- Introduction to Games Design: Introducing the theoretical side of games design, and covering topics such as level design and game mechanic breakdowns.

- Games Engine Creation: Learning the basics of C++ and building a 2D game utilising SDL.

Sixth Form: The Duston School Sixth Form
A Levels: Geography, Computer Science, Maths, Business Studies

Skills:
Core Skills:
- 3 years programming knowledge of C#
- 3 years' experience with the Unity Game Engine
- 2 years' experience with the Unreal Games Engine
- Basic understanding C++ programming language
- 1 year of experience using 3DS Max

Additional Skills:
Photoshop, Blender, Visual Studio, JavaScript, Python, Basics of HTML and CSS

Transferable Skills:
- Organisational skills: Extensive time management skills as a result of the Covid pandemic. Due to being at home, I became proficient at managing my workload and studying independently, therefore reaching deadlines with limited staff support.

- Communication skills: I am proficient in presentational speaking, idea pitches and responding to queries as a result from doing many presentations in sixth form for my business studies course.

- Problem Solving: Being a programmer, I have plenty of experience with troubleshooting. This has taught me to explore all possible avenues to find a solution for it, whether that be support from peers or by thinking through a problem logically to develop a solution.

- Creativity: Honed my creativity skills in GCSE art, as a result I was able to more easily express my ideas. For example in my university modules I end up developing a plethora of ideas that I had to prioritise implementing.

Experience:
- Creating games prototypes:
  Last year I created 4 game prototypes over the span of 6 weeks per game (Including other university work). Each prototype was graded at 100%

- Level Development:
  Developed various levels Unreal engine utilising different frameworks. Each level was graded 90% or higher

- SDL Libraries:
  Re-created a level from the original super Mario game in C++ using SDL libraries and visual studio

- Games Jams:
  Participated in a welcome week game jam in the first week of university. We made the game using unity.

- Working in a team:
  Over the course of 6 weeks, I worked in a dev team of 20 people to create a full fledged game.

Hobbies and Interests:
In order to enrich my free time, I have a few various different hobbies that I enjoy. The main hobby I have is travelling, I enjoy visiting friends and new places as I can explore and experience different places. In order to keep me entertained on long journeys whilst I travel; I enjoy reading as it is a calming escape from reality and can inspire me with ideas I can incorporate into the games I work on.

References available upon request