

TOM WEST

CURRICULUM VITAE

CONTACT

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PROFILE SUMMARY

A highly motivated postgraduate student with a strong foundation in games design & development. Experienced in utilising industry standard tools such as Unreal Engine 5, Godot, Blender, Autodesk Suite and the Adobe Suite. Passionate about designing and crafting immersive levels and worlds for players. Eager to contribute to innovative game projects and further develop skills in 3D modeling, coding, and interactive design.

EDUCATION

2018-2021

THE ACADEMY GRIMSBY

- GCSE English Language - 4
- GCSE Mathematics - 4
- GCSE Enterprise and Marketing - Merit
- GCSE Enterprise and Marketing Concepts - Pass
- GCSE Business - Pass

2018-2021

GRIMSBY INSTITUTE OF FURTHER AND HIGHER EDUCATION

- BTEC Level 2 Media & Games Development - Distinction

2023-2025

NOTTINGHAM TRENT UNIVERSITY

- Bachelor of Science in Games Production with Second Class Honours

WORK EXPERIENCE

Estuary TV

2018-2018

Camera Man

During my secondary school work experience at Estuary TV, I was part of a small team where meeting an end of week deadline was imperative. I was responsible for ensuring that every shot was captured correctly, as missing one could impact the overall production, setting back the entire team. This role helped me develop focus and time management skills while contributing as a team towards the success of our project

Stafforce

2021-2022

Agency Worker for Hain Daniels

During my time at Hain Daniels, I worked on the production line, where I was responsible for the unpacking of raw ingredients for the kitchen team. As the only worker in this role, I was under constant pressure to keep up with the fast-paced environment and meet the high demands of the factory. This experience taught me how to work efficiently under pressure, manage multiple tasks at once, and stay focused in a intense setting.

ProAmpac

2025-Present

Machine Operator

While working at ProAmpac, I worked 12 hour shifts as a Machine Operator Primarily for their Totani FD-35 machine ensuring their products were of satisfactory quality. Meaning, having to learn how the machine exactly works and how to fix and adjust it if any issues popped up.

PRACTICAL SKILLS

- Microsoft Suite
- Unreal Engine 5
- Godot
- Adobe Photoshop
- Adobe Substance Painter
- Autodesk 3DS Max
- Autodesk Maya
- Blender

TRANSFERABLE SKILLS

- Focused
- Hardworking
- Determined
- Punctual
- Flexible