



TEDD GILES

mobile | **07746890926**

portfolio |



UE4
Unity
Photoshop
 - Environmental Art
 - Thumbnails
 - Mountains, Rivers,
 - UV Texturing
3D Design
 - Character Modelling
 - Exterior Architecture
 - Foliage + Debris
Character Building
 - Initial Concepts
 - Refining
World Building
 - Characters Interactions

- Ecosystems
Poly Reduction / Retopology
Autodesk Maya & 3DSMax
 - Hard Surface Modelling
 - Character Modelling
 - Character Rigging / Posing
 - -Bipedal
 -
 -Quadrupedal
 - Environment Design
 - UV Unwrapping
Substance Painter / Designer

Family Outing - Exploration Game

In a dystopian society, a family embarks on a quest to find their missing loved one, navigating through treacherous terrain where homes and vehicles walk on legs, drawing inspiration from Phillip Reeve's Mortal Engines. This immersive world is created using Unity, with all models and animations crafted in Maya. Leveraging my expertise in UVWs, I've meticulously textured every element of the home to scale, utilizing Photoshop and a 256x256 resolution to evoke a nostalgic PS1-era aesthetic style.

<https://teddgiles.myportfolio.com/personal-game-a-family-walk-stc>

Volt Age - MMORPG

In our game, we merge World of Warcraft and Warhammer to create a dystopian world. It's built on Unity but we're considering transitioning to Unreal for better multiplayer capabilities. Maya is used for all models and animations, and gameplay is created in Unity. I've learned new skills, such as using Enumerators for inventory management, which has improved my workflow and allowed for a more immersive game.

<https://teddgiles.myportfolio.com/voltage-dieselpunk-mmo>

Brighton University (BAHons) | SEPT 2020

Distinction graduate in Game Design **JULY 2021**
 with a problem-solving attitude developed through challenging situations.

Bournemouth University (BAHons) | SEPT 2017

Games Design. Further improved my skills in Rigging, Modeling, Animation, Texturing and UV Mapping. **JULY 2019**

Brighton MET College, Brighton | SEPT 2017

Games Design. Further improving my skills in Real-Time animation, Rigging, Texturing, Animation and UVWs, Scene construction and General Marketing for Games. **JULY 2019**

Ubisoft Guildford - Work Experience | DEC 2013

At Ubisoft's Marketing division, I developed skills in advertising, public relations, and collaborating with social media influencers. Each day presented new challenges, from global pricing strategies to creating compelling game trailers.

Player Research Brighton - Temp | DEC 2013

I worked on testing various sections of gameplay and player experience. We had various group sessions where analysis took place, troubleshooting gameplay mechanics within the game and overcoming challenges as a team. This job gave me a good understanding of what the process of making a game entails.