

Tedd Giles

<https://teddgiles.myportfolio.com/index>

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EXPERIENCE

Player Research, Brighton - Temp Job

DECEMBER 2021

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.

Ubisoft, Guildford - Work Experience

DECEMBER 2013

Worked in Ubisoft's Marketing branch and gained experience in the Advertising sector, the PR process and collaborations with Social Media Influencers. I was working on something new every day, anything from Global Pricing of Games to learning the process of trailer creation for games.

EDUCATION

Brighton Met College, Brighton — Level 3 UAL Extended Diploma

SEPTEMBER 2015 - JULY 2017

Games Design. Graduated with Distinction. My first introduction into the Games Design world. It helped me tackle tough situations and develop a good problem solving attitude.

Bournemouth University, Bournemouth — BA(Hons) Undergraduate

SEPTEMBER 2017 - JULY 2019

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

Brighton University, Brighton — BA(Hons) Undergraduate

SEPTEMBER 2020 - JULY 2021

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

SKILLS

UE4

Unity

Photoshop

- Environmental Art
- Thumbnails
- Mountains, Rivers, Forests
- UV Texturing

3D Design

- Character Modelling
- Exterior Architecture
- Foliage + Debris

Character Building

- Initial Concepts
- Refining

World Building

- Characters Interactions
- Ecosystems

Poly Reduction / Retopology

Adobe After Effects

- Particles
- Audio Visualisation
- 2D Animation
- Video Touch-Ups

Autodesk Maya & 3DSMax

- Hard Surface Modelling
- Character Modelling
- Character Rigging / Posing
 - + Bipedal
 - + Quadrupedal
- Environment Design
- UV Unwrapping

Substance Painter / Designer

PROJECTS

Family Outing — *Exploration + Puzzle PlatformerGame*

Set in a dystopian world, a family is searching for a lost relative, where Everyone moves around in houses and cars on legs and their only option is to traverse steep mountains, using precise inputs (inspired by Phillip Reeve's Mortal Engines).

To construct the House, I used Hard Surface Modelling to make clean and readable geometry. I used Quadrupedal Rigging and Procedural Animation for the movement of the House's walk cycle amongst other animations.

I implemented Rigidbody animations, mixed with Baked animations for some characters, to give a procedural look with turning corners and interacting with objects in the world. I'd like to implement similar techniques to my house model, which has a clothesline protruding from it, to which I can attach an alembic mesh.

<https://www.artstation.com/artwork/NxV9Z1>

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

A Game About Tanks— *Mobile Game*

AGAT is about well, tanks! It's still early days in development, but the future goal is to have a small tank game with endless levels, akin to Temple Run back in the golden age of Mobile apps. I don't want to flood the game with ads, so I have an interesting and unique way to combat this. It'll take time to figure out all the kinks, but I honestly believe this will work, and be fun!

<https://teddgiles.myportfolio.com/a-game-about-tanks>

PayMoneyWubby - A Fan Game - RPG

An RPG I have made, programmed and designed within Unity. Since working on VoltAge and Family Outing, I've improved both my workflow and modelling skills. Using particles within Unity, I have employed the use of VFX.

I've learnt a lot of Object Oriented Programming during this, and worked on my own UI System. This includes adding a response event and a dynamically sized array for said responses, so that Players can have more than one choice for reply.

This game is a fetch and retrieve: the player must traverse levels and solve puzzles (both mentally and 'physically') to acquire items for a massive party. The game pulls references from a streamer, PayMoneyWubby, and places them in the game. I have plans for this which can be acted upon easily.

<https://teddgiles.myportfolio.com/paymoneywubby-fan-game>

VoltAge — MMORPG

An MMORPG made in Unity Engine within a team of two. I was the artist on the MMORPG as well as in charge of Models, Animation, Level Design and more. Working on this game was rewarding and the knowledge gained from it has increased my workflow output dramatically.

During this project I learnt how to implement the same animations over other meshes of similar proportion.

I mostly used Maya when designing the models and Substance Painter, Substance Designer and Photoshop for texturing both smaller and larger Assets.

[ArtStation - MMO NPC Guard - VoltAge, Tedd Giles](#)

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

Ossa and Friends — World Building

Ossa is an Anthropomorphic Catfish-Man that works in a Sushi Bar for a minimum wage. He has other aquatic friends that also live and work in the Dock. Each individual has an addiction or affliction that leads to tragic outcomes.

[ArtStation - Ossa Character Base Mesh, Tedd Giles](#)

UNIVERSITY PROJECTS

Brightonians! — Virtual Collectables Game

A clone of Niantic's "PokemonGO!" tailored specifically to Brighton and Hove Council. B&H tasked all design groups (Art, Photography, Games etc.) to make an advert about coming to Brighton using our respective mediums. I learned more Problem Solving skills, as well as Marketing and Brand Representation.

The idea for the game was to have multiple collectable creatures to collect, and an Individual could scan a QR Code attached to the poster. Maya and Substance were used to make the models and poster layouts.

https://www.youtube.com/shorts/2Mjy2CI_wGk

Release the Baby! — Game Trailer / Animation

During my time at University, my class were tasked with making a cutscene as well as making the game's trailer. I chose an outlandish and gory premise, because this would be a good use of my skills.

Because the scene didn't need to be highly detailed, I focused more on the Character Busts and their respective Rigging. Not every character had the same neck shape, for example; one of my favourites has a few Rigging Techniques from Maya such as Constrain: Aim and Set Driven Keys for Pneumatic piston parts.