

## Experience

### **Unannounced First Person Shooter** (Undisclosed) - Level Designer.

Sep 2017 - March 2018

Creation of a completed proof of concept level, along with asset creation and consultation.

### **Unreal Dev Grant Recipient** (Epic Games)

November 2016

Received for contributions to the Unreal Tournament project and community.

### **Foundry** (Unreal Tournament) - Level Designer.

Nov 2016 - Aug 2017

5v5 Blitz level - White box testing; underwent several revisions as game mode evolved; assisted design team identify key gametype elements.

### **Vacant** (Unreal Tournament) - Level Designer.

April 2016 - June 2016

*Epic Games & Map Core Unreal Tournament Level Design Contest;*  
4th place

3v3 Showdown and Deathmatch level focusing on movement and chase mechanics.

### **Salt** (Unreal Tournament) - Level Designer.

January 2015 - November 2016

2v2 and Free For All Deathmatch level - Added to the Unreal Tournament Marketplace November 2016.

### **Cove** (Chivalry - Medieval Warfare) - Level Designer.

May 2014 - Aug 2014

*Torn Banner: Fortification Level Design Contest;*  
Round 1: 1st place      Round 2: 3rd place

UDK powered team objective level with three objectives, scripted using Kismet. In total over 130 meshes were created to fully bring Cove to life. Cove attained 3rd place in the final round and was thus officially patched into Chivalry - Medieval Warfare.

### **Personal Projects** - Level Designer & Environmental Artist.

April 2012 - Jan 2014

A selection of personal projects focused on further developing my skill set, in particular identifying and addressing weak points in my skills and methods. While this is something I continue to do, this time period was devoted to that effort. This includes The Hind House, Town Centre, and Secret Store projects found on my portfolio website.

### **Minefactory Reloaded Minecraft Mod** - Texture artist.

December 2012 - July 2013

374 Textures created for the Minecraft mod "Minefactory Reloaded". Included working with a small international team, low resolution texture work, GUI design and creation, and basic texture animation.

### **3dbuzz.com** - Teaching assistant and Graphic Designer.

April 2012 - May 2013

Assisting in teaching live classes in UDK and Maya via online webinars. Included answering student questions, marking homework submissions, administration, and customer service. In addition creating web assets including icons and logos.

### **Buzz 24-7 Magazine** - Graphic designer and Layout Artist.

July 2010 - August 2010

Local events magazine. Included design, layout, liaising with external printers, managing information flow, administration, and office tech support.

## Summary

Prize winning designer with 10+ years of personal experience in 2D & 3D design with a focus on 3d environments and Level Design.

## Education

### **Bachelor of Arts, Architecture**

Second class, second division.

University of Liverpool, 2006-2009.

### **Professional Qualification**

RIBA Part 1

2009

### **A - Level**

Art & Design (A)

Geography (B)

Physics (C)

2006

## Software Experience

### **Unreal Engine 4**

Blueprint

Level construction

Material creation

Lighting

Matinee

Unreal Motion Graphics

### **UDK**

Level construction

Material creation

Lighting

Kismet

Matinee

### **3DS max - Maya LT**

Polygon modelling

UV unwrapping

### **Photoshop**

Photo manipulation

Texture creation

Raster graphics

Vector graphics

### **Scripting**

C#

HTML

CSS

### **Other**

Microsoft Office

Hammer

Skyrim: Creation Kit

Quixel nDo2

Autodesk Mudbox

Adobe Illustrator

Adobe Premier