

Experience

Self - Level Designer.

2015 - ongoing

An ongoing personal project. Designing and creating an open environment which encourages the audience to explore the concept of self identity, and the impact of society on its expression.

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 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. 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

Personal projects focused on further developing my skill set.

Minefactory Reloaded Minecraft Mod - Texture artist.

December 2012 - July 2013

374 Textures created for the Minecraft mod "Minefactory Reloaded".
Texture work, GUI design and creation, basic texture animation.

3dbuzz.com - Teaching assistant and Graphic Designer.

April 2012 - May 2013

Assisting in live classes in UDK and Maya via webinars. Included answering student questions, marking homework, administration, customer service, and creating web assets.

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