

## Experience

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

November 2016

Received for contributions to the Unreal Tournament project and community.

### **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.

### **Hind House** (personal project) - Environmental Artist.

Oct 2013- Jan 2014

Unreal Engine 4 powered architectural visualisation of Hind house by Henry Goss using original plans, reference photographs

### **Town centre** (personal project) - Environmental Artist.

February 2013- July 2013

UDK environment created using custom models and textures. Included design, modelling, texturing, importing assets, lighting and scripting using Unreal Kismet.

### **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.

### **Secret Store** (personal Project) - Level Designer.

April 2012 - August 2012

UDK level created using stock assets. Included design, lighting, and scripting using Unreal Kismet.

### **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**

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 Maya LT  
Autodesk Mudbox  
Adobe Illustrator  
Adobe Premier