



Personal Statement

I'm a 21 year old games designer currently studying a Games design course at the University of South Wales. I possess good written and verbal communication as well as an interest for games and level design. Passionate about making games and levels which are fun for everyone to play. Looking for a start within the exciting and ever growing games industry.



Education

2016-2019:

Studied BA (Hons) Computer Games Design at University of South Wales

2014-2016:

Studied ICT Level 3 at St David's Catholic College



Projects

Icy Adventure - Ball Rolling Game

Rust Bucket Racer - Flying Racer Game

Famous Last Words - Prison Story Game

Comic Injustice - Action Arcade Game

- Icy adventure was a game that I made in first year of university. It was a ball rolling game in which you had to navigate a ball through different icy terrain.

- Rust Bucket Racer was a racing game that I was involved in making during my second year of university. The aim of the game was to be the first one around the track two times. It was set within a diesel-punk themed city within which the players would move through different areas.
- Famous Last Words is a prison story game which I was involved with during the second half of my second year in university. It's a prison game where you play through sections of an inmates life.
- Comic Injustice is a comic book styled arcade game which I'm currently working on as part of my third year project in university. It is an arcade shooter which focus' mainly on a 'Bag Hunt' game mode. In the game mode Bag Hunt, the players have to find a bag within the level and keep it for as long as possible.



Skills



Hobbies



Gaming



Watching & Playing Sports



Designing & Doodling



Listening to Music



Work Experience

2015 - present :

MATALAN

Working as a general sales assistant at Matalan

2013 - 2014 :

Mark Williams Advertising

Work Experience Placement for School