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ABOUT ME

A Game Designer for all sorts of worlds... from Racing to Battle Arena, Social Deduction to Sci-fi. Capable of communicating effectively and working closely with programmers, artists, producers and fellow designers, to bring the game to life.

I combine my creativity and passion for games together to produce work to the best of my abilities, with a solid knowledge of taking responsibility as well as understanding the importance of taking on-board critique and suggestions from my peers as well as experienced individuals.

EDUCATION

After studying BA (Hons) Computer Games Design at the University of South Wales for three years, I graduated with First Class Honours. I later completed a Masters in Games Enterprise at the same University and graduated from the course with a Distinction Grade.

LANGUAGES

English - Native

Welsh - Basic

SKILLS

GAME ENGINES/MODELLING



DESIGN/EDITING



DOCUMENTATION



EXPERIENCE

2015
2018

STUDENT

From 2015 to 2018 I Studied BA (Hons) Computer Games Design at the University of South Wales for three years, graduating with First Class Honours.

2018
2018

GAME DESIGNER

During my third year at University, Myself and a team that I was a part of were nominated by our University to compete in Tranzfuser 2018 (a UK Games Talent Competition). After receiving funding, I worked as a Game Designer for three months and later showcased our game (DodgeBrawl) at EGX, winning the public vote for best game in the Tranzfuser area.

2018
2020

STUDENT

From 2018 to the beginning of 2020, I returned to the University of South Wales to study a Masters Degree in Games Enterprise, of which I graduated with Distinction.

2020
Present

INDIE GAME DESIGNER

Throughout the Pandemic, between applying for jobs in the Games Industry and supporting my local community, I decided to flesh out my portfolio by working on both solo and team projects to help keep my skills sharp and to continue doing what I love to do.