

## PROFILE

I am an active, hardworking and self-motivated individual who is easy to get along with, flexible and sociable. I have strong interpersonal and organisational skills with the ability to work well as part of a team. Additionally, I have the initiative to work by myself and am able to collaborate with others.

## PROFESSIONAL EXPERIENCE

### TT Games - QA Tester (August 2016 - February 2017)

During my time as a QA Tester at TT Games, I have carried out and grown my experience in the following:

- Functionality testing of titles on PC, current and previous generation consoles: PS4, PS3, Xbox One, Xbox 360 and Wii U.
- Creating up to date bug reports with JIRA software and making sure that the steps to reproduce are very clear, including screenshots and video clips when necessary. Furthermore, using JIRA throughout testing to add bugs, view existing bugs, update and regress bugs.
- Performing soak and smoke tests to ensure the stability of builds and using Microsoft Office to track and log progress made.
- Developing a flexible attitude and approach that adapts to change, whilst working hard under pressure to reach a deadline.
- Time management and organisation skills as well as communicating with colleagues of different levels of experience from creative to technical.

**Credited Titles:** LEGO Dimensions Waves 6 - 10  
LEGO Worlds

## EDUCATION

### University of South Wales (2013 - 2016) BA Hons in Computer Animation

Graduated from the University of South Wales with a high 2.1. I have learnt the underlying principles of visual movement to create detailed, high quality hand-keyed animations.

During my time at university I have developed many skills from different modules such as:

- Using Autodesk Maya to create fluid and dynamic hand keyed animations ranging from creature to body mechanics and character performance. Planning out animation sequences by creating a series of thumbnails, storyboards, and live action reference or previsualization.
- Implementing animation into the Unreal 4 engine, setting up state machines and motion trees, blueprint editing and matinee sequences, ensuring that it is responsive and fluid in game, adjusting any issues that may arise.
- Collaborating with various game design and art students on game or film projects. I managed our final year project where I created schedules, documents and managed Google Drive files. I used project management software such as Trello and Microsoft Office to communicate with students flexibly on a creative and technical level to ensure the project was delivered in a timely fashion.
- Sound knowledge of MotionBuilder and MotionCapture from Digital Tutor's, which was funded by the university.

## CONTACT

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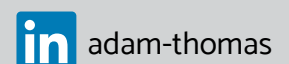
## SOFTWARE



## SKILLS

Body Mechanics  
Character Performance  
Creature Animation  
Cinematography  
Hand Key Animation  
Lighting  
Rigging  
Motion Capture Clean Up  
Organization  
Time Management

## CONNECT



**Pembrokeshire College (2011 - 2013)**  
**Extended Diploma in Computers & Design**

This diploma was directed towards screen-based design and interactive media, which consisted of 17 units, including computers in art and design, ideas and concepts, visual communication, materials and making, web page design and Flash animation, drawing development, stop-frame and 3D computer animation.

**EMPLOYMENT**

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**Pebbles Café - Newgale (2014 - 2016)**  
**Co-Owner**

I have over five years of experience in retail working as co-owner and sales assistant at a beachside café in Pembrokeshire. I have firm experience in managing stock, supplies, arranging orders, dispatching and collecting items, providing support to staff and customers, keeping a tidy and organised environment and finally dealing with money.

My roles include: stock rotation / replenishing, customer service / satisfaction, engaging with customers, answering queries, solving problems, cash handling, achieving sales targets, working as a team, being friendly and talkative, record keeping and maintaining an organised workspace.

Furthermore, I also created the café's marketing materials and designs, and have experience in document presentation, image layout, laminating, binding, scanning, and website design.

**Dragon WiFi (2012 - 2013)**  
**Website Designer**

I was employed by Dragon WiFi, a local Pembrokeshire company, to create a website advertising their services. This includes broadband via telephone, 3G and introducing mobile signal into rural areas. I gained skills and knowledge of web design and coding language such as HTML CSS, and JavaScript.

**Ysgol Dewi Sant (2011 - 2013)**  
**Teaching Assistant**

I taught GCSE students and lower year groups creative skills such as animation, web design, image layout, presentation and organisation. I also created presentation talks regarding the games and film industry.

**HOBBIES & INTERESTS**

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My hobbies and interests consist of, walking, cycling, photography, badminton, animation, music composition, guitar, piano, watching films and playing video games.

**REFERENCES**

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Available on request.