Matthew Archer

Personal Details

E-Portfolio - www.mattarchergd.co.uk   Email Address – Matt@MattArcherGD.co.uk

Personal Profile

I am an aspiring games designer with a degree in Games Technology. During University I learnt an array of new skills, and enhanced skills I had taught myself beforehand. I discovered that my talents and passion lie in the creative development of Level Design and Asset Creation.

Since graduating University I have maintained my e-portfolio with personal and paid projects using the software and skills I have developed through my studies, including my largest and most recent project where I have written an entire video game by myself.

I am looking for a permanent games design role in a professional environment which I can bring my experience to and expand my knowledge of the game design industry. On my E-Portfolio is University assignments, independent work done in spare time, group projects from Game Jams and freelance work that's been approved to display.

Technical and Personal Skills

- Proficiency in using Microsoft Office, Unreal Development Kit, Unreal 4, Unity3D, Pixologic's 'Z-brush' and Autodesk Maya (2016–18 versions).
- Able to design and create 3D models to add to existing levels or make one from scratch.
- Experience with C++ and C# programming in Microsoft Visual Studio and Unity3D.
- Currently in my spare time I am teaching myself 3DS Max.
- Experience in Paint, Photoshop and producing basic level designs through hand-drawing.
- Familiar with game design theory in areas of character archetypes, level design structures and narratology.
- Strong willingness to improve my skills by working independently in my spare time.
- I'm eager to work and can work to a functional brief within technical constraints.
- I am good at taking initiative and proactively making decisions to complete tasks efficiently with minimal supervision.
- I communicate well and work effectively as part of a multidiscipline team.
- I am able to organise my time and resources effectively to meet deadlines and work well under pressure.

Education

2014-2017: Games Technology BSc - Bournemouth University - Second Class Honours.
Most important modules:

- First year: Creative Business Awareness, Game Production Techniques 1.

- Second year: Business Engineering, Game Content & Asset Creation, Game Production Techniques 2.

- Final year: Innovation & Business Development, Modelling & Game Design, Individual Creative Project (Dissertation).

- For my Dissertation, I made the most of my 3D Modelling and Level Design skills through Maya and Unity3D, exceeding my existing repertoire by implementing VR technology and C# scripting into the project. I was able to critically review my work and take on board feedback from testing to edit my design appropriately.

2010-2013: St. Brendan's Sixth Form College – A Levels.

Double ICT   A

Applied ICT   B

Biology   B

Communication and Culture   C

2005-2010: St. Bernadette's Catholic Secondary School.

- 10 GCSEs at A*–C level, including core subjects of Science, English, Maths and ICT.

Relevant Experience

Tesco; June 2018 - Present

- I work as a personal shopper for online home delivery orders. I have utilised excellent communication skills with customers and colleagues and am able to adapt to having to work quickly and effectively in a fast-paced environment, constantly using technology and multitasking to complete orders and helping customers whilst meeting deadlines. The recent global situation has seen my duties increase accordingly, with teaching new colleagues and frequently extending hours and days to help shoulder the increased demand.

University Society Project and Game Jams – September 2014 - January 2020

- I worked on a large project with the rest of the Games Development Society in the 2014/15 academic year. The aim of the project was creating a complete video game between us for commercial launch.

- As the Level Design Lead I collaborated with the storywriter to establish the aesthetics and sequence of the game's levels, which I relayed to and assisted the creative teams with creating.

- I enjoyed taking part in Game Jams to hone my skills, create something and meet people to socialise and network with. I always took on the role of 3D and/or Level Designer.

Freelance Work and Games Playtesting; November 2017 – Present

- I have undertaken short-term projects using my skills acquired at University for clients looking for creative designers to help streamline development.

- The projects included designing a storefront for an entrepreneur to pitch their new trade to investors, creating modular building parts for an MMORPG in its early stages. I have also tested games and apps to provide feedback and have gained some official playtesting credits.

- This experience has allowed me think critically about all aspects of game design from initial design to the end user experience.

- All projects have come with requirements for quality, deadlines, and specifics in format which I met consistently.

Hobbies and Interests

- I'm a member of the Bristol Games Hub and go along to game jams, social events and playtests for other members.

- At University, I was a member of the 'Games Development Society' in which I took part in game jams and a large society-wide University project. I helped to organise and co-ordinate the society's stall at the Fresher's Fair in my final year to helped to promote the society and entice new members.

- I enjoy swimming, walks and badminton, and have a big appetite for reading, 3D design and playing video games in my spare time.

References

Available on request.