

JOE DODDS

MOBILE:

07593 645148

E-MAIL:

jd-1998@live.co.uk

PORTFOLIO:

www.joedodds.com

EDUCATION:

University of

Gloucestershire

(2017-2021) 1st Class

Computer Games Design

EXPERIENCED WITH:

- 3ds Max
- Unity
- Unreal Engine 4
- Photoshop
- Illustrator
- After Effects

Interests



Cinema



Gaming



Boomeranging



Guitar

PROFILE

Hard-working, determined level designer. Experienced with modular level design in Unity, as well as Unreal Engine. Readily responds to feedback with good observational skills. Very passionate about game design and crafting the best experience possible for the player. Decades of playing across 5 generations of consoles, old and new, from Tetris to Vanquish.

EMPLOYMENT EXPERIENCE

University of Gloucestershire Games Research Student 2019-2020

While here I worked on a number of projects, the first being a pixel-art game called Super Campus Quest, published on iOS and Android. I was responsible for designing most of the levels, including the majority of the environmental art.

I also worked on Virtual COMX, an app designed to digitise the end-of-year showcase event the university holds every year. I was involved with the creation of the environment, the layout, optimisation for mobile, and designing the UI.

As well as these, I worked on a VR game used during physiotherapy involving a treadmill. I was responsible for creating the tileable floor planes, environmental assets, and contributed to the game design.

KEY SKILLS

Iterative Attitude - always seek feedback to improve my designs and get the most out of every level

Analytical - very data-driven when designing levels with an interest in observing player behaviour when traversing them

Strong communicator - honest and open with my thoughts; enjoy hearing inputs from a variety of people, as well as ensuring clarity between myself and others

REFERENCES

Paul O'Brien
Academic Subject Leader Creative Computing
University of Gloucestershire
Park Campus
Cheltenham
GL50 2RH
01242 714260