



Education

June. 2011 to July. 2015

Brunel University London

Bachelor of Science with first class honours

Multimedia, Technology and Design with Professional Development

Sept. 2007 to June. 2011

Katharine Lady Berkeley School

A-Levels

Graphic Art (A*), Fine Art (A), Product Design (B)

NVQ

Spanish NVQ/L1

GCSE Level

Art & Design (A), ICT (A), Design and technology Graphic Products (A), Science (C),

Additional science (C), Mathematics (C), English (C), English Literature (C)

Work Experience

June. 2015 to June. 2017

Nintendo of Europe gmbh (Frankfurt, Germany)

Junior online Content coordinator - European Online & CRM department

Responsible for the online organization and publication of web related content for Nintendo of Europe. Daily activities include the following:

- Content implementation of news and gamepage related material
- Online web design and asset creation
- Quality assurance of web content across all European languages
- Management of assets distributed by third party developers

May. 2013 to May. 2014

Nintendo of Europe gmbh (Frankfurt, Germany)

Design & Content coordinator Intern - European Online & CRM department

One years work experience for Nintendo of Europe gmbh. During this time I was a member on the design & content coordinator teams, designing newsletters, game pages and working on upcoming game titles for the Nintendo website. I gained the following experience from my internship:

- Better understanding of design and marketing within the games industry
- Improved my knowledge in using management software such as code beamer
- I achieved a greater understanding of using the first spirit CMS
- Improved skills in using adobe CC software, such as Photoshop and Indesign

June. 2008 to June. 2008

Rolls Royce Filton Bristol

CAD Design Office (Component Division Area)

A GCSE work experience placement program that further utilised my skills in 3D graphics applications for engineering, developing skills using auto CAD.

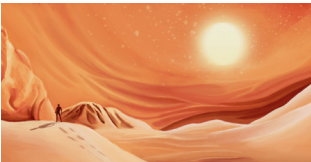
- I gained a better understanding of the pre-production process, involved with 3D modelling and basic conceptual ideas
- I Experienced design programs such as auto CAD to further my skills in 3D model creation
- I learnt the physics involved in object creation and appropriate design for the industry involving the rigging process
- I gained a better understanding of the final rendering process and materials used in the final production of 3D engine design

June. 2004 to Present

Freelance Designer

Improving skills in the industry by working for independent companies on various different design briefs.

- Produced various elements ranging from books and banners giving a much wider design skill set
- The ability to work from a design brief and produce what the client requires by instruction
- Gained communication skills through client feedback and request
- Designed logos for companies such as Ingeenium, Elephant and Turtle creations, FTL gaming community and worked as an artistic consultant for Landform studios to further improve skills with programs such as adobe Illustrator and Photoshop
- Showed good time management when completing projects, making sure each design was to the satisfaction of the client and submitted on time



Design Skills

- Advanced skills in both Adobe Photoshop and Illustrator
- Ability to animate using skeletal animation software such as Spine 2D
- Cross platform experience in 3D modelling programs such as 3DS Max and Maya. Have also used programs such as auto CAD and google sketch up for 3D product creation
- Advanced skills using InDesign for print and web
- Advanced knowledge in 2D digital painting using Photoshop and Illustrator.
- The ability to use Adobe Dreamweaver for website creation
- Knowledge of studio and environment photography, using Cannon and Nikon cameras

Programming and Computing skills

- Experienced at making HTML/CSS based websites in both Adobe Dreamweaver and notepad
- Basic understanding of PHP and XML languages
- Advanced skill level and understanding of internal computer hardware
- Good knowledge of computer networking devices and networking techniques
- A good knowledge of the computing and mobile computing industry technologies
- Ability to strip computers down and create new computer systems from parts or repair existing computers
- Has a great understanding of content management systems such as First Spirit and Wordpress
- Great experience using project management software such as CodeBeamer

Operating Systems and Applications skills

- Skilled in operating system technologies and can use Mac OSX, Windows and Linux.
- Skilled in office applications such as Microsoft office and OpenOffice, with skilled experience in Excel and PowerPoint
- Advanced skills in Adobe industry programs such as Photoshop, Illustrator and InDesign
- Experienced skills in music production programs such as Audacity, Garage band and FL studio
- Experience in production software such as Adobe Premiere Pro & After Effects

Voluntary work

Sept. 1992 to Present

Children of the 90's in association with the university of Bristol Avon Longitudinal Study of Parents and Children

Enrolled in the scientific study of long term health from the year of 1992, to understand human psychology and social interactions that effect our life. Giving 20 years of scientific support and continuing to do so.

March. 2005 to March. 2006

Charfield Primary school After school club Assistant

Assisted in the monitoring and learning of minors in primary school. This involved teaching interaction and safety monitoring, ensuring appropriate behaviour at play time, and in the class room.



Achievements & awards

- Brunel University Prize for Best Student in Electronic & Computer Engineering
- Brunel University prize for Best project 2015
- University of Bristol Children on the 90's award for contributions to biological and social sciences.
- The Duke of Edinburgh Bronze award 2009
- The British Science Association Crest award/BP Silver Design Award 2011
- KLB Unsworth Prize for determination
- KLB 2006 award for attainment and progress
- Rolls Royce Certificate of training



About Me

I think of myself as a very creative individual, but in my spare time I do have a few hobbies. I enjoy working on computers, playing video games and have a keen interest in classical music. I am a determined individual who is always open to new ideas, approaches and technologies within the industry.