Connor Wilding

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Personal Profile

Graduated July 2014 from the University of Huddersfield at the age of 22 years old with a 2:1 BA (Hons) degree in Computer Games Design. With a keen passion for anything art and games related, I am striving to learn as much as possible about the video game development industry and the tools and techniques required for making the best artwork I possibly can. With skills in software such as Autodesk 3DS Max, Mudbox, Topogun and Adobe Photoshop as well as engine knowledge such as Unity 4, Unreal Engine 4 and CryEngine 3, I am pushing myself to learn and explore as many pieces of software as possible to develop my workflow and skill set.

With an eager ambition, I led my final year team project group and was selected by my tutors to participate in the Games Republic Showcase held at the University of Huddersfield, which saw companies such as Rockstar Games, Sumo Digital, Four Door Lemon, Microsoft to name but a few, attend and view mine, and my teams work.

Education

University of Huddersfield
2011 – 2014
BA (Hons) Computer Games Design

Year 2 Modules	Results	Year 3 Modules	Results
Studio 2	A	Advanced 3D	A
Team Project	B	Advanced Visual Design	A
3D Character Animation	C	Team Project	B
Visual Design	C	Individual Project	B
Games Design & Innovation	D		

Blackburn College
2008 – 2011
BTEC in Computing

BTEC Level 2 in IT and Web Design	BTEC National Diploma in e-IT
Overall Grade: Distinction*	Overall Result: DDM

Ribblesdale High School and Technology College
2003 - 2008

GCSEs:

- I achieved 10 GCSEs including A – C in Maths, English and Science

Software, Skills and Applications

Autodesk 3DS Max	UDK
Autodesk Mudbox	Unity 4
Adobe Photoshop	Unreal Engine 4
Topogun	CryEngine 3
Roadkill	
Marmoset Toolbag 2	Hard surface modelling
nDo & dDo	Sculpting
Adobe After Effects	Environmental modelling

Employment
Battlestorm Laser Combat Centre, Clitheroe
Assistant Manager
May 2013 – Present

- Book, run and supervise parties and events
- Manage inventory
- Ensuring client and staff safety
- Maintaining facilities are safe for use including guns and interactive arena features.
- Working under pressure to meet client needs
- Cash management

Website Design

- Individual project management
- Working to a client's needs
- Taking client feedback on board and making changes accordingly

Primark Stores Ltd
July 2010 – August 2011

- Working under pressure
- Dealing with customers' requests
- Handling cash
- Working as part of a team efficiently

Volunteer Work
During 2009 I did some volunteer work for a local youth club called The Juice Bar where I would help run events, work behind the till and cook food. This volunteer work meant that I was offered a trip down to London to meet a number of different MPs and potential investors.

Interests/ Hobbies
In my spare time, when I'm not creating 3D models and completing work, I enjoy skateboarding with my friends and playing online video games. I have a number of friends who post gameplay videos onto YouTube and occasionally I help them edit some of their more complicated and technical videos.

References

Two references are available on request