

Chris Coleman

Level Designer

Manchester, UK.

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Personal Statement

With my long-standing passion for videogames, I want to master the art of Level Design at an agile development company that can help me spread my wings. With a range of development skills and experience in all aspects of games design, I hope to find a team that will help me fulfil my potential. My website (see above) contains a portfolio displaying levels and games that I have worked on.

Skillset

Game Design

Design Documentation
Level Design/Building
Scripting

Game Engines

Source Engine
Unity 5
Unreal Engine 4

Software

3ds Max/Maya
Photoshop
Quixel Suite

Languages

C#
CSS3
HTML4

Work Experience

Sleepy Brain Studios, Level Designer
July 2013 - Present
Currently working on two projects.

Starbucks Coffee, Barista
April 2013 - Present

International Hobo, Intern
June 2016 - July 2016
Worked on two projects under NDA.

Education

University of Bolton, MA Games Development
2016 - 2017
Merit

University of Bolton, BSc Games Design
2014 - 2016
2:1

Hopwood Hall College, HND Creative Media
2012 - 2014
Distinction

Additional Information

A quick and eager learner who thrives under pressure and enjoys the opportunity to solve problems. I have a polite and friendly attitude that helps me work well within a team, a skill I have developed through numerous successful group assignments. I also possess the initiative to work independently, demonstrating my ability to take a project from the initial planning stage to its completed design.

Softography

Ball Run (Android), Individual Project
Crompton's Cotton (PC), Sleepy Brain Studios
Galactic Pizza Service (Android/iOS), Sleepy Brain Studios
Hoops (Android), Individual Project
PS4/Xbox One game under NDA, International Hobo
Steam game under NDA, International Hobo

Reference One

Reference Two

References available on request.