

# 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 - Present*

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

Avernus: NYC (PC), Sleepy Brain Studios  
Crompton's Cotton (PC), Sleepy Brain Studios  
Galactic Pizza Service (Android/iOS), Sleepy Brain Studios  
Hoops (Android), Individual Project  
The Mesolimbic Pathway (PC), Sleepy Brain Studios  
PS4/Xbox One game under NDA, International Hobo  
Steam game under NDA, International Hobo

**Reference One**

**Reference Two**

References available on request.