

Matthew Archer, BSc

Personal Details:

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Personal Profile:

I have graduated from Bournemouth University with a Bachelor of Science degree in Games Technology. Since finishing the course and moving home to Bristol, I have undertaken driving lessons and am due to take my practical test within the next month. I have also been doing portfolio work to expand my repertoire, teaching myself new software tools and have managed to secure and complete as much freelance creative work as I can get my hands on.

My best work can be found on my e-portfolio consisting of university assignments, independent work undertaken in spare time, group projects from various Game Jams and freelance work that's been approved to display.

Technical and Personal Skills:

- Proficiency in using Unreal Development Kit, Unreal 4, Unity3D, Pixologic's 'Z-brush' and Autodesk Maya (2016–18 versions).
- Able to design and create 3D models to add to an existing level or make one from scratch.
- Experience with C++ and C# programming in Microsoft Visual Studio and Unity3D.
- Familiar with game design theory in areas of; character archetypes, level design structures and narratology.
- For my dissertation, I made the most of my 3D Modelling and Level Design skills through Maya and Unity3D, exceeding my existing repertoire by implementing VR technology and C# scripting into the project.
- Currently in my spare time I am teaching myself 3DS Max.
- Experience in Paint, Photoshop and producing basic level designs through hand-drawing.
- Strong willingness to constantly improve my skills by working independently in my spare time and competing in Game Jams.
- I'm eager to work, completing any task I'm given to the best of my ability.
- I am good at taking initiative and making decisions to complete tasks efficiently.
- I communicate well and work effectively as part of a team and am confident in aiding and advising others in order to produce the best results.

Education:

2014-2017: Games Technology BSc - Bournemouth University - Second Class Honours.

Most important modules:

- First year: Creative Business Awareness, Game Production Techniques 1.
- Second year: Business Engineering, Game Content & Asset Creation, Game Production Techniques 2.
- Final year: Innovation & Business Development, Modelling & Game Design, Individual Creative Project (Dissertation).

2010-2013: St. Brendan's Sixth Form College – A Levels.

Double ICT	A
Applied ICT	B
Biology	B
Communication and Culture	C

2005-2010: St. Bernadette's Catholic Secondary School.

- 10 GCSEs at A*–C level, including core subjects of Science, English, Maths and ICT.

Relevant Experience:

Tesco – June 2018 - Present

- I work regular part-time shifts as a personal shopper for online orders. I have developed excellent skills in communication with customers and colleagues and am able to adapt to having to work quickly and effectively in a fast-paced environment, multitasking to complete orders and assisting customers all while having regular deadlines to meet.

University society project and Game Jams – September 2014 - February 2017

- I put in many hours working on a large project with the rest of the 'Games Development Society' in the 2014/15 academic year. The aim of the project was creating a complete video game between us for commercial launch.
- As the 'Level Design lead' I sat down with the storywriter to establish the aesthetics and sequence of the game's levels, which we relayed to and assisted the creative teams with.
- I enjoyed taking part in Game Jams to hone my skills, create something and meet people to socialize and network with. I always took on the role of 3D and/or Level Designer.
- My most notable Game Jams were; Easter 2015 where my team of 3 came in 2nd place despite being the smallest and February 2017 when we came 3rd despite being the only team not composed solely of final year Games students, in fact I was the only one.

Freelance Work; October 2017 – Present

- I have undertaken multiple short-term contracts using my skills acquired at university for a number of clients looking for creative designers to help streamline development.
- The projects included designing a storefront for an entrepreneur to pitch their new trade to investors and creating modular building parts for an MMORPG in its early stages.
- All projects have come with set requirements regarding quality, deadlines, and specifics in format that I had to meet consistently, which I was able to.

Hobbies and Interests:

- I'm a member of the "Bristol Games Hub" and go along to game jams, social events and member play tests with the group since moving home.
- During my time at University, I was a member of the 'Games Development Society' in which I very happily took part in game jams and a large society-wide project. I helped to organise and co-ordinate the society's stall at the Fresher's Fair in my final year to help promote the society and entice new members.
- I'm a brown belt at Templegate Aikido Dojo and enjoy swimming, walks, badminton and have a big appetite for reading, 3D design and playing video games in my spare time.

References:

Available on request.