Kyle Watters

I am focused games designer specifying in level design and gameplay design, I desire to make games that are engaging and innovating. I have a strong work ethic and always strive to go above and beyond with projects. I work well in a team to reach a converging goal and have a strong leadership mentality. I am skilled at finding solutions to design issues and very adaptable to many roles of design due to varied range of skills.

# Skills

Tools: UE4, Microsoft Office Tools, Photoshop, 3DS Max, Motion Builder, Vicon Blade, Jira & Confluence, Slack.

I have learned how to work in a production environment using systems such as Jira and Confluence as part of a team. I am versed in UE4 systems including blueprint scripting and animation. Rigging and hand animating characters, recording and cleaning mocap data for use with characters. 3D modelling in 3DS Max and texture design using photoshop. Previous experience in a custom service role has allowed me to feel very comfortable speaking publicly and in a professional environment.

# Education

(2016-2019) Staffordshire University - BSc (Hons) Computer Games Design

Learning a wide variety of skills such a modelling animating and a plethora of game design techniques and skills. I have developed team skills working in a team environment. Understand and following a professional development pipeline and publishing techniques and ideologies used in industry.

(2014-2016) Wiltshire College Trowbridge - BTEC Level 3 Extended Diploma in Games Development

Learning fundamental game design ideas and techniques mostly focusing on java scripting UE4 and modelling. Developing and understanding for the history of the games industry and games platforms moving towards the future.

# Experience

Worked as part of student team to produce game in a simulated professional development environment using professional pipeline techniques and leadership structures.