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# Jamie Harris

## Games Design Student

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### Summary Statement

As a confident, hardworking individual, I bring innovative ideas to different platforms and teams that I work with. I have experience being the team leader and team player and can confidently interchange between the two. I strive to give my best in any given situation and endeavour to support others, gently pushing them to achieve their potential. I am trained technically in Game Design and from this degree have accumulated a wealth of skills that I can carry with me into the gaming industry and beyond. I also bring a wealth of life experiences which I can easily interject skills into different scenarios and situations. I can recognise any areas in which I may need support and am not afraid to ask for help. This has helped build me into a well rounded person who is prepared to build my competence further in the career routes I follow.

### Technical Skills

- The ability to design and build games using Unity and Unreal Engine.
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- Make effective use of relevant software applications in the illustration of 2D game structure and content.
- Develop 3D models to a strict tri/poly count.
- The ability to produce prototypes at a rapid pace
- Apply hardware and software tools and applications in various professional contexts.
- Produce concept art to help determine specific character models, assets, and environments.
- Knowledge of Unreal Engine Blueprint system.
- Produce animations using the 12 principles of animation.
- Able to produce 2D and 3D levels.

### Transferable Skills

- Improved communication skills and enhanced capacity to deliver information using a range of communication modes and media.
- The ability to identify and use appropriate software for effective results.
- Ability to work as part of a team.
- I can document a game development process and evaluate my own learning and achievement.

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- The ability to write reports critically evaluating specific media with a clear planning and methodology.
  - Basic C++ Scripting knowledge.
  - I am able to lead a team successfully.
  - Examine and synthesise relevant information and engage with key concepts regarding appropriate design based problem-solving strategies.
  - Review and evaluate the process and outcomes of design based solutions.
  - I can also identify areas of improvement based on critical evaluations of the specific area.
  - Basic C# knowledge.
  - Ability to produce sufficient work to a strict deadline
  - Ability to produce game concepts either from scratch or a specific theme which includes game rules, overview, combat and skills systems.

## EXPERIENCE

### University Experience

#### **Lunar Panda Studios, Remote** - *Game Designer*

September 2022 - PRESENT

As a team of 40+ people we are currently developing an action platformer game called Equi and Aca within 12 weeks using Unreal Engine.

My responsibilities are included as followed:

- Conceptualisation of the mechanics needed for this project.
- Researching the target audience and demographics.
- Development of the enemy technical document.
- Partial development of the game design document, mainly the player boss and enemies.
- Implementation of the environmental hazards, traps, traversable platforms.
- Balancing of environmental hazards/traps within each zone.
- Implementation of combat and pickups via blueprinting.
- Merging branches using GitHub to ensure the level design team have everything needed to prepare for the weekly builds in regards to the game design team.

#### **Lunar Panda Studios, Remote** - *Lead Level Designer*

January 2021 - April 2021

As a studio of 50+ people we developed Dead on Arrival, a first-person puzzle horror game in 12 weeks using Unity. I initially was a level designer tasked with developing the Cabin level but was later promoted to a lead as the other lead was struggling due to personal circumstances and he trusted that I could handle the challenge.

My responsibilities are included as followed:

- Managing a team of 8 level designers.
- Implementing the puzzles that the programmers scripted.

- Allocated tasks to all level designers alongside the other Lead.
- Conflict resolution meetings between departments alongside the producer.
- Design and development of the Cabin level with a small team of level designers.
- Merging levels in Github to prepare for weekly builds.
- Gather all the necessary assets and distribute them.
- Creation of Level Design Documents for all levels.
- Quality assurance over the Hotel and Cabin levels to maintain a high standard of work.
- Weekly meetings with other departments to effectively manage scope.

## Work Experience

### **Tesco Extra, Trowbridge** - *Beers, Wines & Spirits Christmas temp*

December 2020 & December 2021

When Working for Tesco my primary job was to work backstock so that when the deliveries came in we had room for new stock and so that the full time employees could focus on the deliveries, this was primarily with beers, ciders, and non alcoholic drinks, but I usually finished working the back stock and moved onto working deliveries before the night staff came in. this meant that their jobs were less burdened and they could focus their attention on other areas such as promotional areas.

My responsibilities are included as followed:

- Stacking shelves.
- Working back stock.
- Ensuring any item that was over a certain price was tagged.
- Working deliveries.
- Ensuring that spirits were put in the lockable area to prevent any theft.
- Challenge 25 people who are picking up alcohol in isles that look under 25 years of age.
- Helping customers with general inquiries including finding an item or suggesting a suitable alternative.
- Cleaning and spillages and taking them to the waste area to ensure that they were marked down as waste.
- Helping the delivery team bring in stock when they requested.
- Condensing stock to make room for new deliveries.
- Challenging those who are trying to steal and Informing managers and security about potential thefts.

### **Central convenience stores, Winsley** - *Supervisor*

July 2015 - December 2017

During my time at Central I worked alongside the manager to ensure that the store and its personnel provided the customers with an enjoyable experience.

My responsibilities are included as followed:

- Opening/Closing of the store.
- Training new personnel(s) for the store and the post office.
- Ordering/counting stock.
- Serving customers.
- Cashing up at the end of the shift and updating the system with the total daily earnings.
- Cleaning of the store.

- Receiving deliveries and ensuring everything was in the delivery.
- Explaining/correcting any discrepancies.
- Stacking shelves.
- Working on the post office.
- Worked with suppliers to order speciality items and to provide any information they required.
- Date/Quality checking of the stock and removing any stock that were out of date or didn't meet the quality requirements.
- Promotional change over.
- Dealing with customer/personnel complaints and rectifying any problems or bringing it to the store manager's attention.
- Ensured that all the team members used Challenge 25.
- Baked fresh pastries in the morning.
- Ensured there was a certain amount of cooked goods throughout the morning/evening shift such as pasties, hotdogs etc.

### **The Southern Cooperative, Winsley** - *Team leader*

August 2014 - July 2015

As a team leader I worked alongside the manager to ensure that the daily running of the shop was efficient and to ensure that the customers enjoyed their experience.

My responsibilities are included as followed:

- Opening/Closing of the store.
- Training new personnel(s).
- Stock Counting.
- Receiving deliveries and ensuring everything was in the delivery.
- Stacking shelves.
- Working on the post office.
- Baking fresh pastries and cookies in the morning.
- Counting the cash in the tills to ensure they had enough money in them.
- Serving customers.
- Cleaning of the store.
- Promotional change over.
- Dealing with customer complaints and rectifying any problems or bringing it to the store manager's attention.
- Ensured that all the team member used Challenge 25
- Date checking stock and removing any that were out of date.
- Handling money
- Challenge 25 any customers that look under the age of 25.

### **The Southern Cooperative, Gosport** - *Customer service assistance*

February 2013 - August 2014

As a Customer service assistant I was one of the many faces that customers saw on a daily basis which meant that I had to ensure that I always had a smile and was friendly to them. This is one of the strategies employed to ensure that the customer would have a pleasant experience when doing their shopping.

My responsibilities are included as followed:

- Filling shelves throughout the store.
- Serving customers.
- Baking fresh pastries in the morning.
- Challenge 25 any customers that look under the age of 25.
- Receiving and working deliveries.
- Promotional Change over.
- Helping customers with any inquiries/complaints.
- General cleaning.
- Handling money.

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### **Asda, Fareham** - *Beers, Wines & Spirits Christmas temp*

December 2010

When I was employed as a christmas temp at Asda It was my job to ensure that shelves were filled at all times. After a week of working in the alcohol isles i was asked if i could also work on the frozen isles alongside the alcohol isles, as they were short due to staff sickness, this meant that i was working on two different departments and was expected to keep both sections full in one of the busiest times of the year.

My responsibilities are included as followed:

- Filling the Alcohol and freezer shelves.
- Helping customers with any inquiries or complaints.
- Working within the teams to ensure a quick turnover of stock.
- Cleaning any spillages.
- Informing my manager of the amount of “breakages” that has happened so that they could mark them down as waste.

### **McDonalds, Fareham** - *Team member*

October 2007 - February 2009

During my time at McDonalds I had to ensure that the food was prepared to order in a fast paced environment, this included cleaning of surfaces after each batch of orders.

My responsibilities are included as followed:

- Preparing/Cooking a range of different items including burgers, fries, chicken, and fish.
- Serving customers.
- Opening/Closing of the restaurant.
- Cleaning the cooking.
- Handling Money.
- Deep cleans at certain times of the day meant that every surface and food holder had to be cleaned to prevent harmful bacteria from getting in the food.

## **EDUCATION**

### **Solent University** - *BA (Hons) Computer Games (Design) (BCGD)*

September 2020 - July 2023

Currently attending

### **Wiltshire College (Trowbridge Campus)** - *UAL Level 3 Games Development*

September 2018 - July 2020

Year 1 Grade - Pass

Year 2 Grade - Merit

Maths Grade - 4

### **St. Vincent College** - *Level 3 Uniformed Public services*

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September 2012 - July 2013

Year 1 Grade - Merit

English Grade - C

**Fareham College** - *Level 1 & 2 Motor vehicle maintenance and repair  
Level 1 Engineering.*

September 2007 - July 2009

Motor vehicle maintenance and repair Level 1 Grade - Merit/Distinction

Motor vehicle maintenance and repair Level 2 Grade - Merit/Distinction

Engineering Level 1 Grade - Pass/Merit

## References

### **Frazer McLeod**

Lecturer

Wiltshire College, College road,

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### **Sheeba Joshy**

Lecturer

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