

Leslie Lloyd
102 Manly Rd
Brisbane QLD 4179
Australia

Phone: 0457 430 089
Email: les@leslielloyd.net
Online Portfolio: <http://leslielloyd.net/>

Objective:

To obtain an internship at a game development company where I can apply the knowledge obtained from Qantm College and to gain experience in the industry.

Relevant Skills:

- Experience with various programs relevant to game design, such as UDK, Reason and Unity.
- Enthusiastic and passionate about creating games.
- I specialise in designing and creating levels, but will meet all challenges with zeal.
- Experience as both a team member and a team leader.
- Eager to learn new skills and overcome new challenges.
- Knowledge and empathy of others' ways of learning and understanding.
- Skilled in both verbal and written communication of creative ideas.

Education:

Bachelor of Interactive Entertainment, Majoring in Games Design
Qantm College
2010 – 2011

- Project Manager and Creative Lead on a project with eight members from various disciplines working to create a game.
- Designed the core gameplay mechanics and 2 of the 3 levels of the previously mentioned game, with an average of 2 hours play time.
- Volunteered during Open Days to help prospective students.

Skills Developed:

- How to develop and expand upon game mechanics.
- The ability to communicate effectively through writing and verbally and explaining ideas succinctly.
- A comprehensive understanding of game design documents and project plans, and what they need to contain.
- Understanding of various level design tricks and techniques to guide and lead the player.
- Story structure and pacing.
- How to deliver effect presentations to clients, including summarising large amounts of work, explaining concepts to those not familiar with the work and negotiating.

Work Experience:

October – December 2011
Project Lead/Design Lead (Internship)
VR Solutions

Duties:

- Led a team of 8 (3 programmers, 4 artist/animators and myself) to create a training program/serious game.
- Discuss with the client his changing needs in regards to what outcomes he wanted from the players, and how to reach them.
- Researched the topic and re-wrote the existing design document to meet the client's requirements.
- Designed 4 distinct mini-games to be included in the project.

- Learned to use Python and used it to code one of the mini-games and the main menu system.

References:

Luke McMillan - Campus Academic Coordinator and Senior Lecturer in Game Design at Qantm College
lmcmillan@qantmcollege.edu.au

Gaute Rasmussen - Course Coordinator at Qantm College
grasmussen@qantmcollege.edu.au