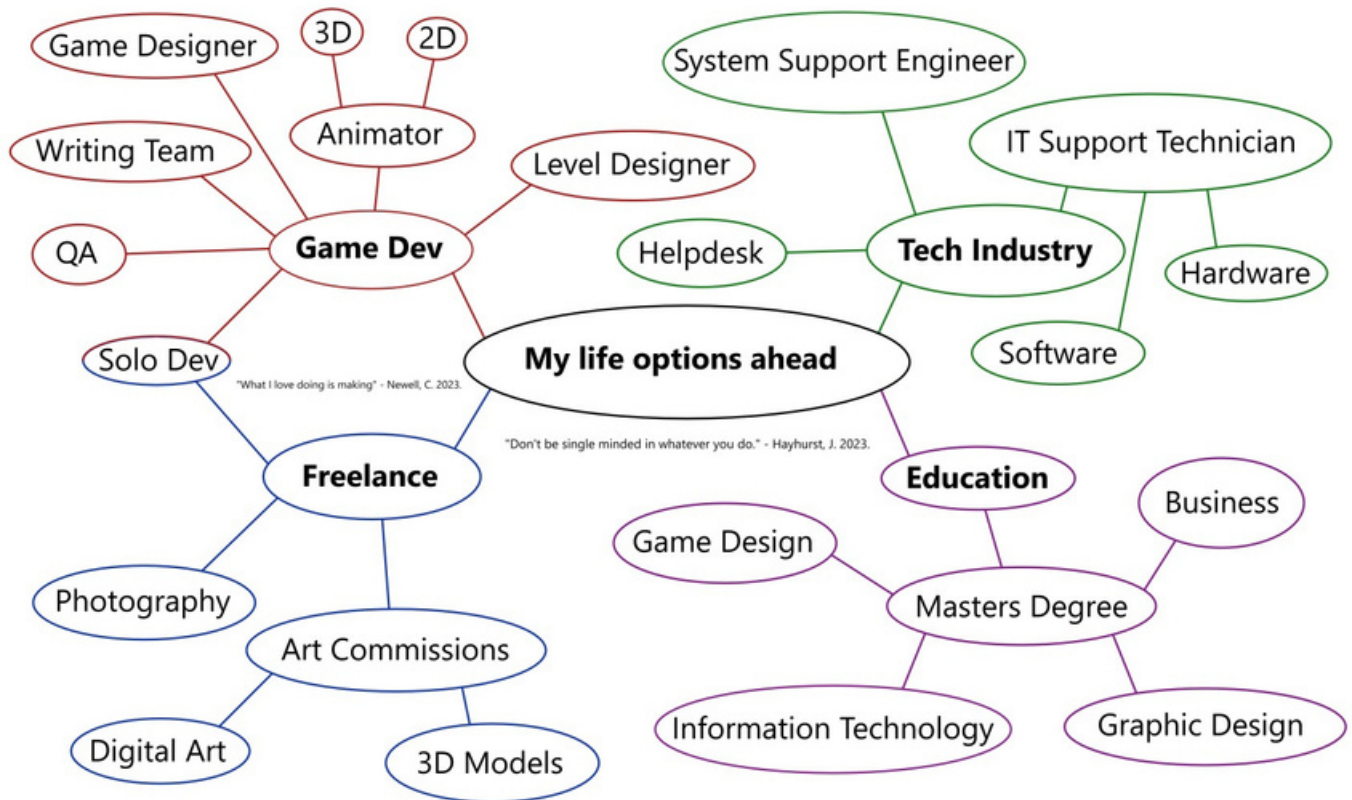


Life Collage

Section 1-



Section 2-

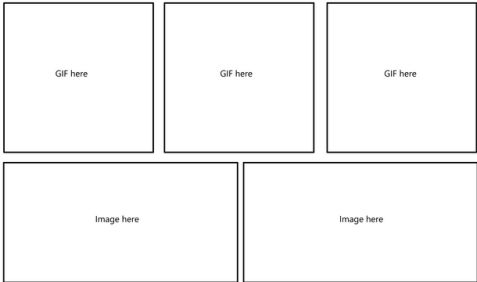


Small introduction -
Cover goals, strongest fields and experience.

Portfolio of Work

Run Rabbit Run

Environment Designer/Scripter



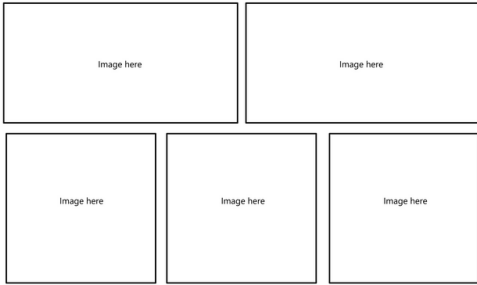
Neon Streets

Game Designer/Scripter

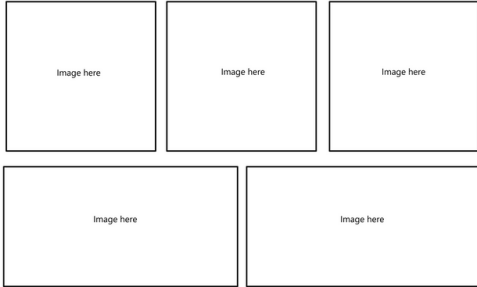
Available to play here - <https://dhigginson02.itch.io/neon-streets>



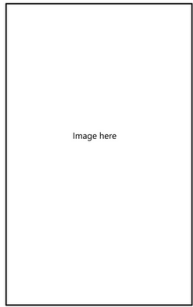
Level Design and Lighting



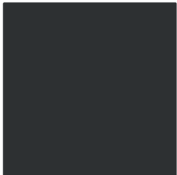
3D Modelling



About Me



Extended paragraph -
Describe myself, what I've worked on, my strengths, my goals.



#2D3032



#D2D3D3



#9615D8

Section 4-

As I approach the end of my time at university, I am filled with a sense of excitement and purpose, for I know that my future lies in the world of game design. For as long as I can remember I have been deeply enamored by video games. As I have grown, so has my interest in the field. Now I am not solely interested in playing these games, but also creating them. In my mind's eye, I see a future where I am constantly pushing the boundaries of what is possible and developing innovative game mechanics that captivate and challenge players in equal measure. I see myself collaborating with talented artists, programmers, and writers, all working together to bring a vision to life and create games that leave a lasting impression on those who play them.

Of course, I know that this path will not be easy. Game design is a fiercely competitive field, and success will require hard work, dedication, and an unwavering commitment to learning and growth. But I am ready for the challenge. I am ready to pour my heart and soul into every project, to strive for excellence in everything I do, and to never stop pushing myself to be the absolute best that I can be.

Reflecting on my strengths as a game designer, I am aware of my strengths in 3D modelling, texturing, environment design, and world building. These skills enable me to create immersive and visually stunning gaming environments that captivate players and bring my ideas to life. However, I am also aware of my weaknesses in coding, 3D character modelling, and 3D character animation. As “soft skills are important” (Lilford, S. 2023) I will be taking steps to improve upon them.

To address my weaknesses, I plan to take a proactive approach by seeking out online resources such as Codecademy and YouTube tutorials. As I progress from university into the video game industry, I will also look for opportunities to collaborate with more experienced game designers who can guide me through these challenging areas. I understand that improving my coding skills will take time and dedication, but I am committed to learning the fundamentals and building a solid foundation that will enable me to code more efficiently. Similarly, I plan to work on improving my character modelling and animation skills by studying the works of other game designers and practicing regularly. I am also aware that setbacks are inevitable when working to improve my weaknesses. However, I am determined to push through these obstacles and continue to work towards becoming a more versatile game designer.

Between now and graduation, I will be taking steps to ensure I graduate and am prepared to enter the game design industry. The first step I have taken is creating a detailed schedule. This schedule includes assignment deadlines, time for studying and time for practicing with software I am completely confident with. This will help me manage my time efficiently and stay on track with my work. The second step is working on my weaknesses. By utilizing online resources, I can work on becoming more confident with elements such as coding and character modelling. Strengthening the fields I am least confident in now will enable me to step into the game design industry with confidence. The third step I am taking is practicing. Although I will be working on strengthening my weaknesses, I will also be practicing the elements I am already confident with. Although I am proficient with these elements, keeping my skills up to date will prevent me from becoming weaker than I could be. The last step is staying motivated. Video game design can be extremely testing at times, by reminding myself why I want to become a game designer I will push through these challenges.

Although I am hopeful, things may not go as initially planned after graduation. To that end, I have contingencies and alternatives planned. The first alternative is freelancing and contract work. If I am unable to find a full-time job, I will look for freelance and contract work. This will help me gain experience and build my portfolio while also building connections in the industry. The second alternative is applying for related jobs in the video game industry. It is highly unlikely that I will be able to find a job as a game designer straight out of university. As this is the case, I will apply for roles in quality assurance and environment design. Stuart Lilford (2023) said he “applied for maybe 100 positions” at the start of his career, as this is the case applying for multiple positions will raise my chances of employment. By taking on these jobs I will create connections within the industry and learn about related opportunities available. Finally, should these contingencies fail, I will relocate to an area with more opportunities available such as a large city or another country entirely.

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15:00. Lilford, S (2023) Designer Self Interview 2 [Interview] 14th February 2023,

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