



Shaun Spalding

Game and Level Designer

Portfolio: www.ShaunSpalding.co.uk - Email: Shaun.Spalding@gmail.com - Phone: 07837121119

Enthusiastic and passionate games designer with a love for all things game and computer related. Specializes in game, level and mechanic design. Broadly experienced in computer use and highly technically competent. Versatile and multi-talented in technical fields. Learns new things rapidly and is always looking to improve on past work.

- Winner of the Ubisoft sponsored VIS award in Games Concept & Design during ExpoTEES 2011 for the production of a 2d puzzle platform game called *Perspective*. *“Awarded for creative excellence in games concept and design through use of storyboarding, interface design and level design.”*
- Lead Designer and Project Lead of *Magcraft* from 2010-2011. Managed a team of ten from early planning stages through to a finished game. Kept the team organized and made sure the project met all deadlines. Played an essential role in game design, level flow, art asset production, animation and video production for the game.

Over the course of academic studies and a vast number of personal projects, a wide number of technical proficiencies have been acquired:

Competency	Packages used
Graphical Editing & Digital Art	Photoshop, Flash
Web design, XHTML and CSS	Notepad, Dreamweaver
Games Programming & Scripting	Visual C++ Express 2008, Visual Basic 6, Valve Hammer, Game Maker 8
Toolkit & Editor Programming	Visual Basic 6
2D Character & Effects Animation	Adobe Flash
3D Environment Modelling	3D Studio Max
3D Animation	3D Studio Max, Soft Image XSi
Games Level Editing	Valve Hammer, UnrealEd, Game Maker
Audio Editing, Sound FX composition	Audacity
Video Production	Sony Vegas, VirtualDub

Evidence of proficiency in any fields listed is available at www.ShaunSpalding.co.uk or is available on request via email.

Interests & Hobbies

- Games of all genres, kinds, platforms and styles.
- Riddles and Puzzles
- Games Design, Level Design and Mechanic Exploration
- Games Artwork and Animation
- Programming

History of Education

University of Teesside

2008 - Present

- Honours Degree – BA Creative Digital Media
 - Year one - Average Module Mark: 62%
 - Year two - Average Module Mark: 68%

Queen Elizabeth's High School – Sixth Form

2006 - 2007

- 3 x A Levels
 - Computing (Grade B)
 - Physics (Grade C)
 - General Studies (Grade C)
- 1 x AS Level
 - Mathematics (Grade C)

Queen Elizabeth's High School

2001 - 2005

- 10 x GCSEs
 - ICT (A)
 - Physics (A)
 - Biology (B)
 - Chemistry (B)
 - Mathematics (B)
 - English Language (A)
 - English Literature (B)
 - German (C)
 - Design & Tech – Graphic Products (C)
 - Design & Tech – Electronics (B)

References available on request.