



Reece Warren

GAMES DESIGNER

EMAIL

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WEBSITE

WWW.WARRENATERZ.CO.UK



EXPERIENCE

AUGUST
2017

WEBSITE DESIGNER & ADMINISTRATOR

During the summer holidays, I have developed two websites. One website was for a group of local Sheffield-based indie game developers, whom are called 'Shindig'. As the core developer of the website, I have the responsibility of managing its content and keeping it up to date.

JUNE
2017

ONLINE VIDEO TUTORIAL PRODUCER

Whilst I was studying for my HND at The Sheffield College, I produced online video tutorials during my spare time, which covered the basics of both 2D and 3D game engines for beginners. These videos can be found on The Sheffield College's Games Development YouTube channel.

JUNE
2017

GAMEMAKER: STUDIO DEVELOPER

Part of my HND studies entailed working at the small game studio 'No Sky Visible'. During this time, I gained a much-appreciated insight into games development industry and 2D game design.



EDUCATION

PRESENT

BACHELOR OF ARTS (HONOURS) GAMES DESIGN

Sheffield Hallam University, UK (*Currently studying*). I am due to graduate during the summer of 2018.

JUNE
2017

HIGHER NATIONAL DIPLOMA IN CREATIVE MEDIA PRODUCTION (QCF) (GAMES DESIGN)

The Sheffield College, UK.
Awarded at overall Merit.

SEPT
2015

FULL (CLEAN) UK DRIVING LICENSE

Sheffield UK.



ABOUT ME

Currently studying for a Bachelor of Arts (Honours) in Games Design, I consider myself to be an aspirational and intellectual young mind, with a rather technical approach to design. My organisational skills and willingness to contribute fresh ideas into the games industry have resulted in exemplar standards of work. Often working with others, I can provide a commendable and comprehensive contribution to any creative task at hand.



PROJECTS

NOV
2017

ORGANIC MODELING PROJECT

For my latest university project, I had to focus my attention to one specific area of game development. For my project I studied organic modeling. This involved 3D sculpting using ZBrush and has improved my skills in environment creation.

SEPT
2017

PlayStation@4 VR HORROR GAME

For the elective module of my degree, I am working on a virtual reality horror game, set inside a Georgian house, using PlayStation@4 development kits and PhyreEngine™. My role entails the creation of 3D assets using Autodesk Maya® and occasional C++ computer programming.

MARCH
2017

XODUSSE 2D GAME

Xodusse is a 2D game project I am co-developing with a personal friend, whom resides in America. We manage this project using a source control solution. This project utilises complex HLSL shaders and deferred rendering to emulate photo-realistic lighting using PBR techniques. This game is due to be released late 2018.



SOFTWARE

Autodesk Maya® ●●●●●
 Autodesk 3DS Max® ●●●●●
 Adobe Photoshop CC ●●●●●
 Adobe Illustrator CC ●●●●●
 Adobe After Effects CC ●●●●●
 Adobe Premiere CC ●●●●●
 Substance Painter ●●●●●
 Substance Designer ●●●●●
 ZBrush 4R8 ●●●●●

Unreal Engine 4 ●●●●●
 Unity ●●●●●
 GameMaker: Studio ●●●●●
 Marmoset Toolbag ●●●●●
 xNormal ●●●●●
 Microsoft Office ●●●●●
 Visual Studio ●●●●●
 Vegas Pro ●●●●●
 FL Studio ●●●●●

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