**Stephen Allen**

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**Portfolio** <https://www.steve-allen-gaming.com/>

**Personal Statement**

Enthusiastic BA Hons Games Design Graduate aspiring to contribute to the gaming industry. Proficient in Environmental Art, Asset Creation, Modelling, Level Design, Texturing, 3D Software/Techniques and Lighting. Eager to broaden experience across all aspects of game development. Excited to collaborate within a team, I thrive in creative environments and am inspired by innovation.

A confident communicator with a good sense of humour, I possess a positive and caring attitude. Known for excellent teamwork, problem solving, I actively listen, am approachable, and confidently share ideas and opinions. I am a natural project leader and have good balance leading others.

**Technical Skills**

* Maya - 5 years
* Unreal Engine - 5 years
* Unity - 4 years
* Blender - 4 years
* Mudbox - 2 year
* Photoshop - 2 year
* Beginning and improving Substance Painter
* Beginning and improving knowledge of C#
* Developed understanding of Visual Studio
* MS Office - Word, Excel, MS Project and PowerPoint

**Skills**

Please see my Portfolio for samples of my developed work: <https://www.steve-allen-gaming.com/>

**Environment Art/Level Design**: I have developed levels presenting stories in an environment. Applied various techniques to create levels that provide an immersive, interesting and exciting experience, concept to production. My work was commended by Bournemouth University and is showcased on University Open Days.

**Animation**: I have been doing a number of small animations for personal development. With these skills I have created a few keyframe based animations for fan film production. I can also demonstrate the animation of robotic figures.

**Asset Creation/3D Modelling**: I am confident with 3D modelling and asset creation. I have applied these skills to create assets for animations, renders and solo made projects for games.

**Character Modelling**: I enjoy creating rig humanoid and non-humanoid figures. These are presented within my portfolio (Blender).

**Voice Acting**: I use my voice for a variety of gaming projects, audio dramas and short films.

**Game Design**: Within my portfolio you will see self-development of games which I have designed.

**Storytelling**: Evident in my portfolio, I showcase the ability to craft and evolve narratives. This skill is prominently reflected in dialogue and extends to intricate details, contributing to effective world-building within projects.

**Education**

Sept 2020- July 2023 Bournemouth University BA Hons Games Design **2:1**

Sept 2018- July 2020 West Herts College, Watford BTEC Level 3 Digital Gaming **DDM**

Sept 2013- July 2018 Amersham School, Bucks GCSEs Grade **4 x B, 5 x C, 1 x D**

**Employment**

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| --- | --- | --- | --- | --- |
| **Date** | **Position** | **Employer** | **Duties** | **Achievements** |
| Sep 23 - Present | Store Supervisor/Duty Manager  | WH Smiths | Store and resource supervisor. Inventory control, customer services, floor maintenance, key holder. Team Trainer | Highly commended by Staff and Customers.  |
| Jan 24 - Present (Freelance) | VFX Artist, Voice Actor, Producer | SubAlley Productions | Animation, Lighting, Texturing, Filming, Editing, Acting, Modelling, Environmental Art. | Developing a small animatic scene for a pilot episode. Voice Acting for multiple characters. |
| May 23 - July 23 (Freelance) | VFX Artist  | SubAlley Productions | Animation, Modelling, Lighting, Texturing, Editing, Voice Acting. | Creating an animatic scene that is currently featured as the lead title for the company’s marketing.  |
| July 21 - Sep 23 | Retail Assistant  | Primark | Customer cashier, returns control, merchandising, shop floor maintenance and customer service | Achieved Employee of the Quarter and highly commended by both staff and customers |
| Nov 20 - July 21 | Retail Assistant | Go Outdoors | Customer cashier, online order picking and packing, returns control, merchandising, shop floor maintenance and customer service | Serving customers through the pandemic |
| Fixed contract 2019 | Retail Assistant | Argos | Customer cashier, stock control, shop floor maintenance and customer service | Use of technology to pick, put away and use of tills to serve customers |
| April 18- Oct 19 | Electrical Labourer | Nixon Electrical | Assist the Electrician and do the labouring work | Managed to learn handy tips and tricks about electrics |

**Interests**

I have a passion for gaming, film, and TV. During my leisure time, I engage in creating gaming content, producing audio dramas, and exploring a diverse range of games. Actively participating in game jams and community-driven competitions, including Blocktober, is a key aspect of my extracurricular involvement. Notably, my debut in a game jam resulted in receiving a prize for one of the top submissions, and the project is accessible through my portfolio.

**Educational References**

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Part time work references are available on request.