

Harry Robbins

Sittingbourne, Kent

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Profile

I am a willing and motivated individual that is keen to learn who has spent the last four years studying towards my degree in Computer Games Design. With the ability to use a range of creative tools and the main software packages, experience of working in a team environment and working and communicating to achieve tasks and objectives and having good time management, I am now looking to use the skills and knowledge I have, as well as continue to learn and develop within a concept artist role and I am available for immediate start.

Skills

- a strong understanding and ability in artistic fundamentals - such as perspective, composition, colour and light theory, form, shape and texture
- good time management skills, to sketch and adapt images quickly within tight deadlines - if you fall behind in your schedule, the entire project will be delayed
- good communication skills to pitch and describe your concepts.
- research skills and an exceptional imagination to original designs.
- good technical ability in both traditional and digital tools.
- resilience and openness to feedback.
- the ability to work well as part of a wider creative team process, while also working independently and keeping motivated and organised.
- strong attention to detail.
- proficient experience with Creative tools like Adobe Photoshop and Microsoft Paint. Adept with Microsoft office tools (Word, PowerPoint).

University Studies

University of East London - BA H WITH FY Computer Games Design: Story Development (with Foundation Year) 2020 - 2024

Year 1:

Digital graphic creation and manipulation; Exploration of the creative process introducing a range of writing and reading strategies; Traditional narrative structures in text and film and their application to interactive story development for computer games; Models and theories of communication as applied to interactive design and development; Fundamentals of games theory, design and production; Player/audience analysis; Individual and team-based prototyping, playtesting and design

Year 2:

Level design; Story/narrative construction and development and scriptwriting; Managing a live client project as part of a design and development team; Skills for success in academic research

Year 3:

Analysis of games markets and targeted design for a specific market; Dynamic Computer Games Environments; Double weighted individual dissertation/project that allows you to choose your own research question and develop and test a prototype as part of your primary research; Double weighted team-based project where you work as part of a large multidisciplinary team to design and implement a fully working game, from initial concept generation to final implementation

In my 2nd year I was part of a collaboration with the Fashion brand Umbro. Where I created the concept art for a game that was showcased at the London Fashion week in June 2023 ([Article Link 1](#))

Work History

Sittingbourne & Kemsley Light Railway

Model Operator

2016 – 2022

Achievements

- Positive feedback from guests and the enjoyment of watching the model railways

Responsibilities

Operating the model railway in the museum at Kemsley Down Station; Used my own models which younger visitors enjoyed and did requests for what trains should be operated; Customer service, interacting with the visitors; Tidying up and packing away, leaving the model railway as it was.

British Heart Foundation Store Sittingbourne

Volunteer

2025 – Current

Responsibilities

Helping out around the store including stocking shelves, checking donated items to see if said item is broken, pricing donated items and operating the till selling items to customers.

Education/Training

- BA H WITH FY Computer Games Design: Story Development (with Foundation Year)
- BTEC Level 3 Extended Diploma in IT (QCF)
- Secondary School Education to a good standard

References available on request