Harry Robbins
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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.

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