

Freddie Littlewood

Game Designer & Generalist

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Personal Profile

I am a First Class graduate of UCA Farnham with a degree in Computer Games Arts aiming to start my career as a game designer. I currently have one self published, commercially released title under my belt and I'm looking to really break into the industry and help create exciting, innovative experiences. I've been passionate about games and art for as long as I can remember, so working in the industry as it continually strives to unite the two is my dream.

During my studies I predominantly focussed on design, theory and coding so I could pursue a career as a game designer. My coding experience allows me to have a very hands on approach to design. I also went to great lengths to learn and become proficient in every aspect of the game production pipeline, from concept art through to 3D modelling and animation. I felt this was key to being an effective designer, as having a greater working knowledge of the other aspects of game production would help me to communicate more efficiently with all members of a team no matter their discipline.

I'm currently based in Surrey but looking to relocate in the immediate future.

Education

University for the Creative Arts (2013 - 2016)

Ba(Hons) Computer Games Arts – First-class honours

Aylesbury Grammar School (2006 – 2013)

A Level Chemistry – B

A Level Biology – C

A Level Art – D

GCSEs – 11 A* - B

Relevant Employment History

University for the Creative Arts - Graduate Teaching Assistant (2016 - 2017)

This involved assisting in the first year coding / game design classes and delivering lectures to the entire cohort.

Team Twist Ltd - Co-Director and Lead Designer (2016 – 2017)

Self started company, worked as both company director and game director simultaneously. Led the design of Coin Quest from inception to release.

Freelance 2D Animator (2017 -)

A new and challenging experience, I have recently been working as a freelance animator predominantly creating football content for social media channels.

Favourite Games

Shadow of the Colossus (2005)

The Legend of Zelda: The Wind Waker (2002)

Dark Souls (2011)

Half-Life 2 (2004)

Software Experience

Unity / Monodevelop / Visual Studio / Maya / Photoshop / Zbrush / Substance Painter / 3DS Max / Quixel

Previous Game Projects

Coin Quest (2017) Mobile – My first commercial release. *Coin Quest* is a casual mobile game made in Unity and released on iOS and Android. I directed the project, leading a team of four others as we worked in the UCA incubator studio. I was the lead designer of *Coin Quest*, and I was also responsible for all of the coding. As well as this I put everything together in Unity and created all particle effects, animations, custom sound effects and custom shaders. I was also responsible for liaising with and directing our third-party composer who created the game's soundtrack.

When Atlas Falters (2016) PC – *When Atlas Falters* was my final project at University. This was my first time directing a game and acting as lead designer. *When Atlas Falters* is a 3D, semi-randomly generated dungeon crawler created in Unity. During this project I worked on all of the code and design alongside a partner. I was also responsible for all of the character models along with their textures, rigging and animations. I created all of the particle effects and any custom shaders, and I wrote the majority of the dialogue and was responsible for directing the recording sessions. Due to the exceptional standard of *When Atlas Falters*, it was exhibited at New Designers in London, and my team and I were invited back to the University to work as graduate teaching assistants and to be the inaugural developers in the course's new incubator studio.

More information as well as download links for these projects can be found at www.freddielittlewood.com