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DOB: 12/05/1986

## Richard Allsop - Curriculum Vitae

A keen, diligent and enthusiastic individual with excellent organisational skills and a keen eye for detail seeking an entry level position in game and level design and in the testing process of games production. As a person with an absolute passion for video games and a lifelong desire to pursue a career in the games industry, I feel that my commitment and knowledge will be an asset to any organisation in this industry.

### Education

**Sept 2007–July 2010 University of Bolton, Deane Road, Bolton, Lancashire, BL35AB**

▪ **HND Games Design**

Modules include;

Intermediate Level Design (A)

HND Team Project (A)

**BSc Games Design, Overall Mark 2.1 (Hons)**

Modules include;

Intermediate Scripting (A)

Computer Games Business (B)

Level 3 Dissertation Project (A)

Advanced Level Design (B)

Games Theory (B)

### Working Experience

**3/06 – 1/07 - telanova limited, Gibbs House, Kennel Ride, Ascot, Berks SL5 7NT**

**Management trainee – Full Time**

- IT management and IT consultancy.
- Assisting operations, tech department, sales department, accounts department.
- Customer relations work, keeping existing clients happy and updated regarding their systems.
- Monitoring both internal and external IT and licensing.

**2/07 – 8/07 – Smiths New Ltd, 4 Acre Road, Reading, Berks RG2 0XZ**

**Warehouse assistant – Full Time**

- Large team based industrial work.
- Manual loading and unloading of magazine and paper news/interest articles..
- Assisting warehouse layout management.
- Safety training including packing knife and warehouse awareness.

## Games Testing Experience

iPlay - <http://corp.oberon-media.com/>

**Game Titles: Buried in Time, Deadtime Stories**

- Bug identification
- Possible Game Improvements
- Identifying Balancing Issues
- Visual and Auditory Error Identification
- General Gameplay testing

## Software

- Skilled in the use of all Microsoft Office products including Visio.
- Skilled with the use of Valve Hammer editor
- Skilled using some audio editing packages including Audacity, Cool Edit Pro 2 and Cubase
- Skilled using video editing tools such as Adobe Premier Pro and Sony Vegas 9
- Intermediate skill using UnrealEd (UT2004)
- Intermediate skill using 3D Studio Max
- Intermediate skill using Photoshop

## Skills

- Level design
- Level planning in Microsoft Visio
- Optimization in Hammer editor
- Scripting in various engines including Unreal2004, Valve's Source and Neverwinter Nights 2.
- Heading a team in a long term project and defining achievable, short term goals
- Project planning skills using Microsoft Project
- Motivating and leading in a team environment, keeping group focus based on the original project plan.

## Interests

I have a passion for FPS games along with also playing sports games and platform titles. I am enthusiastic about the "retro" game scene and have a wide array of old titles for several platforms including the Mega Drive, Super Nintendo and Amiga 500+.

I have played bass, electric and acoustic guitar for 9 years and am very interested in music. I have followed extreme sports, particularly skateboarding for most of my life and followed plenty of the games closely.

## References

Available on request