

Catherine Woolley, BA

Games Design and Level Design

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DESIGN SKILLS AND INTERESTS

Games Design, Level Design, Storyboarding, Planning and Layout, Project Management, Ideas Generation, Skeletal Rigging, AV Editing, Drawing, Painting, Concept Development, 3D Animation.

EDUCATION

BA (Hons) **University of Wales, Newport**
Computer Games Design, 2009 (First class honours)

A levels **The Sandon School, Chelmsford**
Art, Media, Law

PROFESSIONAL SKILLS

EXPERT Unreal III Engine, Microsoft Office, Adobe Premiere, Adobe After Effects, Autodesk Maya

PROFICIENT Adobe Photoshop, Adobe Illustrator, Google Sketch-up, Adobe Flash

PUBLISHED WORK <http://www.voidthegame.com> – Games Design, Level Design and Engine Implementation

<http://lashlarue.wordpress.com> – Games Design, Level Design, 2D Art and Animation

REFERENCES

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