

# Catherine Woolley

## Games Design and Level Design

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### DESIGN SKILLS AND INTERESTS

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

### 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

In-House engines, Unreal III Engine, Microsoft Office, Adobe Premiere, Autodesk Maya, Adobe Acrobat, SnagIt, Perforce, Game Maker, Adobe Photoshop

#### PROFICIENT

Adobe Illustrator, Adobe After Effects, Google Sketch-up, Adobe Flash, Wwise

### PUBLISHED WORK

Harry Potter and the Deathly Hallows Part 1 (Xbox 360, PS3, Wii, PC)  
Flips Enid Blyton – books 1-3 (DSiWare)  
Flips Too Ghoul for School – books 1-3 (DSiWare)  
Flips Enid Blyton Adventure series (DS)  
Flips Mr Gum (DS)  
Flips Percy Jackson (DS)  
Flips Cathy Cassidy (DS)  
Flips Artemis Fowl (DS)  
Flips Enid Blyton: The Faraway Tree Stories (DS)  
Flips Too Ghoul for School (DS)

### 48 HOUR GAMES

[Legislate or bee extinct](#)

[Land Rover Discovery Challenge](#)

[Bac-Attack](#)

[Attack of the Canvey Island Monster](#)

[Pikabu](#)

[Rex's Junk Hunt](#)

[Las LaRue on Holiday featuring Juan the Duck](#)