

Henry Nicol

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Personal Profile

I have a passion for creating and designing new gaming experiences and trends. I use this passion as a method of developing my skills and knowledge within the industry by learning about the different parts of the development pipeline and deepening my skills within it.

I enjoy learning about different industry practises and methods, then trying to apply them to my own workflow and understanding.

I enjoy both working on my own personal projects as well as within groups. I've been developing my communication and personal skills with other people and group colleagues through involving myself in more Game Jams or taking the role of RLM for a year within my Uni where I would create and run events with other students. I have since furthered my experience within group working, with my current job as a Deputy Team leader within a fast-paced retail environment

Software Skills

3D Modelling – Autodesk 3DS Max

I have a good level experience in creating 3D models for use within my own personal projects as well as Game Jams where I have mimicked low poly assets designs for my group.

Texture and deign Creation – Photoshop

I have a high level of knowledge on the use of photoshop and its different design tools.

Game Development – Unreal engine 4

I have a high level of control and experience around UE4. I have created many different projects within this software both by myself and within a group. Through my knowledge of UE4 I have a high understanding of visual code language.

Microsoft Office Suite

I have full knowledge and experience of the Microsoft office family.

Education

Staffordshire University (Stoke-on-Trent)	Grades
BSc(Hons) Computer Gameplay Design and Production	First
2018-2021	

Loughborough College	Grades
Level 3 Game Development and Production	D*D*D*
2016-2018	

Projects

Game Jams

I have participated in game jams both by myself and within a group as to help myself develop my own abilities as well as my communication and role management.

I have created:

- Illuminate: A solo produced game about reflecting light around a puzzle room to escape
- Call of the Void: Worked on additional Assets as well as the summoning circle code.
- D6: A quick Rogue like arena game based around surviving waves of enemies.

Final Year Project

Morning Star – Additional assets, Dynamic Mantle and teleportation mechanics, Patrolling AI with detection meters and a light-based stealth system.

I am currently working on:

- Momentum: A Speed runner game where the player run around a ps1 aesthetic environment.

Other Skills and Experience

Project management: I have performed a lead role, organising, planning and allocating resources during game jam events. I have undertaken a project re-commissioning a classic car, project managing costs, parts supply, installation and ensuring roadworthiness prior to its use.

Communication and responsibility

I have had a part time job during my time at university, working front of house retail at a convenience shop/newsagent. This involved stock planning, re-ordering, cash management, till lifts and customer service for meter payments etc.

I am an effective communicator when dealing with others. I am able to clearly articulate tasks, scenarios, or situations to ensure that others understanding is to the required level. To ensure this, and also for my own benefit, I frequently ask questions and explore understanding my own understanding and that of others.

For the last year I have been working within a fast-paced retail environment at Twycross Zoo. From which my ability to communicate with my staff members and achieve customer satisfaction has allowed me to move to the position of Deputy team Leader where I've had to work with fellow managers to both support and guide staff members in their jobs and customer interactions.

References

Reference details are available upon request for you to contact in order to verify my details and experience to your satisfaction. I can provide referees from my personal life to vouch for my good character and also from my school and previous work activities.