

C.V

MATTHEW ALLUM

Education:

University Campus Suffolk: (Oct 2014-Current)

BA (Hons) Computer Games Design:

I'm a graduate game design student. I'm proficient with Unity & C# scripting with a good industry level skill with 3DS max in relation to games design. Game design theory and documentation are something we have studied thoroughly.

Design:

- Can box model with/without the addition of splines. Can unwrap UVs efficiently understating the importance of budgets and where best to use them.
- Can create Diffuse, Colour, Specular and Normal mapping. Also able to create Opacity and Self-Illumination maps. Finally I'm able to use baked AO maps.
- Can prepare all textures within Unity itself, including materials.
- Have built a range of spaceships, buildings and tileable assets which have used at some point, multi-sub object materials and texture atlases.
- Can understand and create design documentation using correct terminology to share within a team of designers. I've produced many style guides for assignments which have allowed me to form structure to the work I'm creating. This is always done for 3D modelling when it comes to creating any asset from scratch.

Scripting:

- Can effectively work on solo and group projects within Unity, Visual studio and Unreal. I possess sufficient skill to be an adept coder. Creating upwards of 10 games so far.
- I always comment code accordingly and always make sure the code is laid out correctly as to be easily readable when it comes to problem solving.

Team Member:

- Have been project manager on 2 projects. Both resulting in good successes. Very familiar with tracking software Jira for setting tasks within a sprint. Also used online storage site tortoise SVN for hosting the game files.

Suffolk New College: (Sept 2011 – 13) (Grade: DDD)

LVL 3 Electrical and Electronic Engineering:

- This course gave me the basics and above for industry components and knowledge. We carried out a lot of theory based work (mathematics included to a high level) followed by the practical to assume the theory side is correct. Year 2 gave us an independent project in which I produced a breadboard version of an IR burglar alarm. At the end of the course I had achieved three Distinctions.

Farlingaye High School: (Sept 2006 – 24th June 2011)

English (B) Maths (C) Science (B) ICT (A*) Geography (B) Systems and Controls (C) P.E (B) Art (C)

Employment History:

WHSmith (Woodbridge) (Reference Available) (May 2011-Current)

-I'm a shop Assistant on Saturdays and days I'm not at university.

Sizewell Nuclear Power Station: (7th Jan 2013-2 weeks)

-Completed a 2 week Work Experience slot in partnership with Suffolk New College. I settled in well with the maintenance crews, many of whom were completing apprenticeships at the time.

WireMek: (Rendlesham) Now Ipswich based: (Reference Available) (July 2012-2014)

-WireMek produces and designs the manufacture of electrical control panels.

Cogent Technology: (Summer Holidays 2011)

-Worked for the entire summer holiday working for a component manufacture. Long days populating PCB with varying components that could not be done by machine.

Leisure & Interest

Computing:

-I'm truly enthusiastic about computers and have a good knowledge, not just about software but also how the hardware works.

Home Projects:

-To keep myself motivated over the breaks in between University, I like working on home projects. The two main areas I'm focusing on is my 3D modelling skill with relation to design and my programming skill (JavaScript) based within Unity and C# in Visual Studio.

Rockets:

-Creating rockets has been a new hobby I've taken up. I've always been fascinated with past/present and future rocket technology.

Engineering:

-I take pleasure in building and designing objects which are of use or need replacing. I've made my own ball and mill to help with creating gunpowder for my rockets.

Games Convention:

- I always watch E3 and RTX every year for the upcoming gaming news. I also participated in 2015's Games Jam which involves a group of four creating a game in 48 hours. We as a group made a two player game in which the players had to work together to get through puzzle based levels.

Engineering:

-I take pleasure in building and designing objects which are of use or need replacing. Recently I've made my own ball and mill to help with creating gunpowder for my rockets.

Sport:

-Sport wise, I am part of the Ipswich Cycling Club. An organization which takes part in many races and training rides.

Visit www.matthewallum.com to get access to portfolio work which include demos and video representations of my work.

