

Oliver Pope *Curriculum Vitae*

I am an Experimental designer and organised developer, keen to bring ideas to life for others to enjoy, using experience from 3 years of university and personal interest in game design and the creative industry, I am always creating something new.

Core Skills:

Unity:

- Game Development in C#
- Animation
- HLSL Shader Programming
- DOTS and ECS

Blender:

- Object and Character Modelling
- Character Rigging
- Shader Nodes
- Animation

Javascript:

- p5.js library for creative coding
- AirConsole library for multiplayer game development.

Adobe/Affinity Suite:

- 2D Asset/ Texture Creation
- UI and 2D Mockups
- Photo editing

Education:

- BA Games Design (University of the Arts London)
- 4 A Levels A-C (Including Maths and Further Maths)

Work & Projects:

- **Frog Island Project Lead 2020**

Project Lead and Game designer for Frog Island, a 3rd Person fast paced platformer game (<https://www.frogislandgame.com>)

- **Level Designer and Balancer : FINIFUGU 2019-2020**

Designing sets of 9 levels and new ingredients and recipes, balancing numbers and organising playtesting sessions.

- **Game Designer FINIFUGU 2020 - Present**

Designing multiple mobile game concepts (four per month) as mockups for a publisher to review. Concepts delivered as 10-15 second gameplay videos.

- **Frog Dungeon Bonus Stage Competition Entry 2020**

Designed and Developed a dungeon crawler-style game that has no screen, where the visual output is delivered on paper from a thermal printer (LINK TO SITE)

- **Re2 Global Game Jam 2020**

Created a local multiplayer coop game where potentially 100 players could join, using the airconsole library for Javascript. The aim of the project was to make a game about cooperation.