



Joshua Bullen

Games Designer

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Personal Summary:

I am a recently graduated Game Designer specialising in 2D and 3D art, as well as having a passion in level design. When working I aim to approach every task with the same high level of motivation and commitment to ensure that they're all completed to the absolute best of my ability. As a quick learner willing to get involved with projects at all levels, I am always eager to learn new tools, techniques and strategies. When it comes to deadlines I work well under pressure, and am always looking for a new challenge that allows me to develop my skills, put them into practice and grow as a designer.

Work History:

Lifeguard

Teddington Pools & Fitness Centre | 2014 - Present

Responsible for the safety and well-being of every individual using pool facilities by enforcing any and all rules and regulations to maintain a fun and safe environment.

Skills:

- + Thrive when working as a team
- + Quick learner with new programs/software
- + Hard worker and adaptable
- + Ability to work independently
- + Good level of communication
- + User/QA Testing
- + Strong work ethic
- + Basic C# programming

Software:

- + Adobe Illustrator 2020
- + Adobe Photoshop 2020
- + Adobe Premier Pro 2020
- + 3DS Max
- + Unity 2D & 3D
- + Slack
- + Trello

Main Achievements:

Fortitude: 2019

Fortitude is a 2D open world space exploration game. Over the course of 4 months I created assets ranging from planets, surfaces, asteroids and structures, during which I utilised and experimented with several tools and features in both Illustrator and Photoshop. Final assets were a combination of brushes, opacities, distortions and colour pallets to create the desired effect.

Bank Boss: GAME JAM (2017)

Bank Boss was a 3-day Game JAM project given by IBM, to build an interactive game utilising their Watson API Speech to Text System. I oversaw icon creation as a UI Designer for specific elements i.e. money, morale and security, all whilst being in constant communication with programmers to ensure designs were both feasible and to make any necessary changes to ensure implementation wasn't problematic.

Calendar Illustration: African Vision Malawi (2015)

A live brief given by African Vision Malawi, to create a digital illustration depicting the charity's work in certain areas, such as early child development. My final illustration for this subject was one of the 12 designs chosen for their 2016 calendar for the month of November, with the final design utilising experimentation as well as taking inspiration from Malawi patterns and signage.

Education:

Games Design & Art | Bachelor Second Class (Upper Division)

University of Southampton | 2016 - 2019

Level 3 BTEC Extended Diploma Graphic Design (D* D* D)

Kingston College | 2014 - 2016

GCSE x9: English Literature (C), English Language (C) and 2x Maths (C)

Bishop Wand Church of England Secondary School | 2008- 2013

Portfolio @
www.jackalj.com

References available upon request