CHRISTIAN HARRIS

christianjohnharris.weebly.com

Oldham, Greater Manchester. UK 07921714779 christianjohnharris@yahoo.co.uk

I am a confident Design Graduate with excellent team-working abilities and communication skills, gained through taking part in various team projects, activities and events. I’ve gained the ability to be flexible and to adapt to change when requested. I have a high level of drive and initiative when working individually, and take pride in my work. I am always looking for ways to improve and expand on what I have already learnt.

I am now looking to begin my career in the Design Industry. I am particularly keen on opportunities to work as a Games Designer/Artist, but would also be keen to utilise and develop my software development skills, in programming languages including C++ and Java.

Qualifications

First Class (Hons) Games Design Degree – Leeds Metropolitan University 09/12

NVQ Advanced Level 2 Plastering – Oldham College 05-06

Oldham Sixth Form College 02-04

A Level Graphic Art (B)

A Level Fine Art (B)

A Level Media Studies (C)

Design Experience

Tubby Games Ltd

I worked in the studio working alongside the Head UI Designer on 2 dance

titles for the Wii (Elvis Presley Sing & Dance and Kylie

Minogue Sing & Dance). I was given the task of designing the menu

screens for both games using Adobe Creative Suite.

My Life Software (Freelance)

I had to design a couple of simple touch screen games for people with learning

disabilities, one was a basic darts game where the user had to beat the AI

player in a game of 301 or 501. The other was a gardening game where users

could create the garden of their choice and capture the scene to be able to

share with others. Both games needed to be easy to use and also be visually

appealing.

Jades Ransom (Android Game)

Within the production of the game took a lead role as the Game Designer/Art

Director. Jades Ransom provides a different style of game that’s currently on

the market to players 13+. We aimed to bring addictive game play to players

on the go but with added depth to the playability with the use of a storyline.

The game finished runners up in Sumo Digital’s Most Original Game Design

category at Yorkshires Game Republic and to date has had over a 1000

downloads.

Employment

Gemini UPVC Ltd - 2004-09 & 2012-Present

I worked as part of a production line, operating a Stuga Ecoline which assisted in the production of UPVC windows. I self-taught to program and service the machine, which was essential especially when working to strict deadlines.

Grosvenor Security - 2009-11

I worked for two seasons at Leeds United Football Club, providing exemplary customer service and a safe secure environment in which all spectators could achieve maximum enjoyment. I achieved a National Vocational Qualification in Spectator Safety which included first aid training, control, restraint and ejection training.

Klaxon Signal Ltd

My sole duty within the production of weighing machines was to program them to the customer’s needs. They were used for counting and recounting of various currency, I had to program, calibrate and test every single one before they could be sent out to the customer.

Awards & Certifications

Runner Up At Game Republic in Sumo Digital’s Best Game Design Award

Society of the Year Award 2012 at Leeds Metropolitan University

Nominated for Most Outstanding Achievement Award

Hobbies/Interests

During my time at university I founded the first ever Games Society and have made it one of the most active societies with over 300 members to date. My duty as President was to oversee everything the society did, this ranged from designing promotional material for organised events to organising and coordinating the society’s activities. I was able to set up networks with other societies within the university and arrange partnerships with video game company’s Ubisoft and Pop Cap Games. I’m also currently writing game reviews on latest Xbox 360 releases and mobile games for gripyajoystick.com.