

## **Mr. Peter Howell B.Sc, PGCert**

*Creative and dedicated researcher, designer and artist committed to creating unique, engaging and outstanding gameplay experiences.*

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**Contact Details** E: [peter.howell@port.ac.uk](mailto:peter.howell@port.ac.uk)  
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**Skill Set**

Hard-Surface 3D Modelling Techniques.	Strong understanding of Player Psychology and Narrative Structure.
Modelling specialism in Vehicles, Weapons, Machinery and Props.	Game Play Mechanism and System Design.
Proficient in Unwrapping and Texturing Methods.	Experience writing Design and Development Documentation.
Skilled in Level Layout, Design and Game Flow Considerations.	High-level scripting experience, including AngelScript, Unreal Matinee and Kismet.

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3D Studio Max, 6-2011	<b>6 Years</b>	Maya, ZBrush, Mudbox	<b>6 Months</b>
UnrealEd, UT, UT2K4, UT3, UDK	<b>7 Years</b>	C++, Basic/Intermediate	<b>3 Years</b>
Photoshop, CS2-CS5	<b>7 Years</b>	DarkBasic	<b>3 Years</b>
<b>Experience</b> Dreamweaver, CS2-CS5	<b>7 Years</b>	HTML/CSS	<b>6 Years</b>
Premiere, CS3-CS5	<b>4 Years</b>	AngelScript	<b>1 Year</b>
Unity Game Engine	<b>14 Months</b>	Javascript	<b>Basic Knowledge</b>

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**Formal Education**

<b>Ph.D</b> (Current Position)	University of Portsmouth
<b>PGCert</b> Computer Games Technology	University of Portsmouth
<b>First Class Honours Degree</b> B.Sc (Hons) Computer Games Technology	University of Portsmouth
<b>4 A-Levels:</b> Psychology <b>(A)</b> ; ICT <b>(A)</b> ; Film Studies <b>(A)</b> ; English Language <b>(B)</b>	Oakwood Park Grammar School, Maidstone, UK
<b>13 GCSEs:</b> <b>A*-C Grade</b> , includes A* in Eng. Language & Eng. Literature	Oakwood Park Grammar School, Maidstone, UK

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	2011-Present thechineseroom: <b>Designer &amp; Scripter</b>	Designing gameplay scenarios, building levels, and implementing scripted events for the horror title, <b><i>Amnesia: A Machine for Pigs</i></b> . This project used a version of the <b>HPL Engine</b> , and associated <b>Angelscript script library</b> .
	2010-Present University of Portsmouth: <b>Software Demonstrator &amp; Workshop Tutor</b>	<b>Teaching Skills in:</b> 3D Studio Max, Photoshop and UDK. <b>Assisting in Workshops Teaching:</b> C++, ActionScript, HTML & CSS. <b>Preparing and Delivering Lectures on:</b> Research Techniques and Paper Writing, 3D Studio Max techniques and working with UDK.
<b>Employment</b>	2010-Present Cold Cactus Games: <b>Level Designer</b>	Designing & Implementing levels for a 2D arena-combat multiplayer PC game submitted to the 2010 Dare to be Digital competition.
	2010 Freelance <b>3D Graphics Artist</b>	Supplied 3D Render, wireframe and model file of M1 Abrams Tank to Department of the <b>U.S Army at Combined Arms Centre &amp; Fort Leavenworth</b> for use in a public relations campaign.
	2009 Freelance <b>3D Graphics Artist</b>	Designing, Creating and Rendering Vehicular Armour Variations for use in high-detail shots, to be used in the Facebook application, <b><i>King of the Road</i></b> .
	2009 Freelance <b>Weaponry Designer &amp; 3D Graphics Artist</b>	Working alongside Concept Artists to Model and Texture Ship-Based Weaponry. This project required high-quality models created within strict triangle limitations.

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	Awarded <b>SCEE Award for Best Computer Games Technology Student, 2010</b>	
	University of Portsmouth GameJam, 2010: <b>Team Awarded Best Soundtrack &amp; Best Animation</b>	
<b>Achievements</b>	Dare to be Digital, 2010: <b>Team successfully reached Second Stage of Competition</b>	
	Oakwood Park Grammar School, 2005/6: <b>Awarded Position of ICT Prefect</b>	

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<b>Other Information</b>	Basic knowledge of both Japanese and German Languages	
	Full, Clean UK Driving License	

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<b>References</b>	Available upon request.	
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