Karl Gosling

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PERSONAL STATEMENT

I am a Bournemouth University graduate in Games technology. I fully graduate in November 2016. I am looking for a fresh new opportunity within the games industry.

My main passion in the industry is Environment Art mainly due to my proficiency in 3D modelling techniques. I also have a passion for game design specifically level design which compliments my environment art skills.

My ideal/dream job would be to work within a AAA games company making stunning, visual games that have great gameplay elements to them.

EDUCATION

Games Technology BSc (Hons) - September 2012 – June 2016
Bournemouth University

Final degree grade: *1st class degree with Honours.*

Final Year Units:

- **Games Engineering.** (Unity game development, C# , Scripting, Game development)
- **Individual Project.** (Final Year Project/Dissertation)
- **Innovation & Business Development.** (Online portfolio & CV development, Innovating business techniques)
- **Modelling & Game Design.** (Advanced modelling & texturing, Zbrush modelling & sculpting, game design techniques, game design theory& game development.)

2nd year Units:

- **Game Production Techniques 2** (Mathematics, Physics, Programming using XNA, Environment building , 3D Modelling & Animation)
- **Group Project** (Teamwork, Project management, Game design & Game development)
- **AI Game Programming** (Artificial Intelligence behaviour, AI scripting using Unreal Script.)
- **Mobile Games & Embedded Intelligence** (C# programming, Windows phone game development using XNA & Visual studio 2010)
- **Programming for Graphics, Animation & G**ames (Direct X programming using C++,Game development)
- **Innovation & Developing Solutions** (Business within the games industry, Project planning and development & Finance)

Second year Final Grade: 69.5% = 2.1 (High end)

1st Year:

First year final grade: 68.5% = 2.1

SKILLS

Modelling packages:

Maya 2015 - Proficient

Z-brush - Intermediate

Substance Painter – intermediate.

I am also proficient in normal, diffuse, specular, and other mapping types.

Game Engines:

Unreal 4 – Proficient.

Unity – Proficient.

Cry Engine – Intermediate.

Programming:

C++ - Intermediate.

C# - Intermediate.

C – Beginner.

Java – Beginner.

HTML- Intermediate.

Other Skills:

Photoshop – Proficient

Video editing – Intermediate.

PC Building- Proficient.

Sixth Form College, June 2009 – June 2012
Queen Mary's College Basingstoke
Qualifications:
IT BTEC Extended Diploma: Distinction, Distinction, Distinction
IT Extended Project: B
IT BTEC First: Distinction*
Use of Maths: C
English: C

GCSE's, June 1998 – June 2003

Brighton Hill Community College

Basingstoke

Qualifications: GCSE's: 7

WORK EXPERIENCE

**Research Assistant (June 2016-August 2916) 6 weeks'
placement.**
Bournemouth University- https://www1.bournemouth.ac.uk/
(UK) Bournemouth/Basingstoke.

Responsibilities:

- Creation of a serious game for WebGL based application
- Creation of environment assets using Maya and Substance painter.
- Optimisation of models and assets using LOD and Unreal 4 engine.
- Gameplay functionality & objective marker system creation using Blueprints visual scripting in Unreal 4.
- Research analysis of serious game functionality on Web based applications.

Crew member- Part Time (June 2014-Present)
McDonalds- http://www.mcdonalds.co.uk/ukhome.html
UK Basingstoke

(S.O) Security Officer. (May 2011 – May 2013)
G4S Security - http://www.g4s.com
(UK) Basingstoke

PERSONAL INTERESTS

- Twitch.TV Game Streaming (currently been streaming for 2 years) http://www.twitch.tv/greyfox2020/profile
- PC building (10 years currently built over 10 PC's for friends, family & myself)
- Airsoft Semi-competitively (4 years)
- Warhammer 40K hobbyist (10 years)
- Photography (2 Years)

REFERENCES
References are available on request