

# OLIVER JEFFERY (BA)

## Game Designer

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### Profile

A hard-working, confident and enthusiastic game designer with a huge passion for video games. I am detail oriented when it comes to designing. I strive to create my best work. I am looking to develop my skills further and learn more about the game industry. I can work in the office or at home. Working for you will be an honour and a privilege. I look forward to meeting you.

### Work Experience:

**November 2022 – Present:** Sales Assistant – MColl's/Morrisons

Serving customers inside the store. Answering customer queries inside the store. Handling money in the cash register. Selling alcohol and tobacco products. Marking down stocked goods about to expire. Cleaning the shop such as sweeping and mopping and pulling stock forward at the end of shop hours. Handling cages and putting the stock out from said cages. Put recycled materials such as plastic and cardboard in the cages and put them outside the shop, ready to be taken away for recycling.

**February 2022 – June 2022:** Office Assistant – Cleaning Enterprise (Kickstart Job)

Key Responsibilities include Customer Support: answering incoming calls in a professional manner and responding to client queries – always putting their needs first. Office Management: working with management to enable the smooth and effective running of the office. Following company procedures relating to all aspects of office performance. Providing ad hoc support as required. Technical Support: collaborating with Media Assistant on Photoshop, utilizing skills gained during my bachelor's degree.

**April 2022 – May 2022:** The Blue Boar – Bartender

Responsibilities Include Taking orders and pulling pints, on busy days. Working in high stressful situations I handled payments, customer queries, pub's cuisine, and local amenities. Making sure to get the orders right and fulfilled to the highest degree.

**Dec 2020:** Sortation Officer – Amazon

Responsibilities included: Logistics support, sorting parcels and presenting to loading bay for collection from delivery van/lorry.

### Game Jams:

**7<sup>th</sup> July 2023 – 9<sup>th</sup> July:** GMTK – Game Jam

Worked on this game jam as a Game Designer and Programming assistant. Key responsibilities include making certain game mechanics for the game. Programming the UI functionality. Using GitHub Desktop to collaborate. Game design with a document to help the direction of the game. Managing the direction of the game. QA testing the game for bugs during development and after development.

**August - September 2021 – (One Week): Epic MegaJam – Game Jam**

Work on this as a Game Designer with colleagues for the Epic MegaJam

Personal Highlights include Created Game Design Document (Google Docs), sourcing sound effects and music for the game. Supervised and managing the game's overall direction.

**11 June 2021 – 13 June 2021: GMTK - Game Jam**

Worked on this as a Game Designer with two colleagues for the Game Maker Toolkit Game Jam.

Personal Highlights include creating a Game Design Document (Google Docs) and creating Level Design Plans for the programmer to make levels of. Sourcing music and sound effects for the game.

**April 2021 – (One Week): BulletHell - Game Jam**

Worked on this as a Game Designer with colleagues for the BulletHell Game Jam.

Personal Highlights include Created Game Design Document (Google Docs), supervised and managing the game's overall direction.

**September 2020 – May 2021 University - FMP Brief**

Worked on this as a game developer at university as my final major project in year 3. Personal Highlights include Programming in Unreal Engine Blueprints, Created Game Design Document (Google Docs), Created Playable Level, Created the mechanics, Created the User Interface, Used Trello to track progress.

**Education and Qualifications:**

22 June 2023 – Unreal Engine 5 Blueprint Scripting 101 Certificate – Passed

2019-2021 - Game Arts (BA) Degree – 2:2, Plymouth College of Art

2017-2019 - Game Arts & Design (BA) Degree, Plymouth University, 60 Credits earned.

2015-2017 - Games Development (Level 3 BTEC), Wiltshire College Extended Diploma, MMP earned.

2013-2015 - Longsutton Support Centre for ASD – GCSE Maths C Earned, GCSE English, GCSE Science C Earned, GCSE Computing C Earned, GCSE Art C Earned, GCSE Photography C Earned

**Skills:**

Game Design – Level Design – Game Knowledge – UE5 Blueprints – GDD's and LDD's – Communicative – DaVinci Resolve – Adobe Photoshop – Blender – Management – Organisational Skills – Maths – English – Trello – Inkscape – Discord – MS Office Suite

**Hobbies:**

I have a huge passion for video games. I follow the news, reviews, and discussions. I enjoy filmmaking and making videos. I like playing D&D. I also like to go to the gym.