

JAMES HELLIWELL

JamesHelliwellProfessional@Gmail.com - 07507621768 - Middlesbrough

JamesHelliwell.net - [LinkedIn](#)

Profile

I am a Game Design Masters student specialising in game and level design, I am fascinated by the craft of game development and exploring new and unique experiences to deliver to players. I'm equipped with a comprehensive understanding and experience of the game development process and have enjoyed working within different roles throughout the years to develop my skills.

My external industry experience during my masters has been key to my development, especially with my time spent working at Playtonic Games, offering me the opportunity to prepare myself for industry by honing my skillset and understanding of industry standard practice and work flows..

Key Experience

Design Intern, *Playtonic Games*, 2023

My 12-week Masters internship. This opportunity allowed me to build upon my existing skillset while simultaneously developing new ones, such as more effective interpersonal communication and industry standard practice and workflows pertaining to game and level design.

Level Design, *Dink*, 2023

Working with Dink, a Middlesbrough based indie studio, on their fast paced shooter [Dutch Maximus: Out of the Toy Box](#) and more.

Lagging (CBBC), *Dink*, 2023

Working with Dink to create environments and storyboards for the video game portions of CBBC Series [Lagging](#) Season 3.

Sound Designer, *Perfect Matter*, 2020

Working as a Sound Designer on [PERFECT MATTER](#), a fun, fast paced twin stick shooter by Alice Halley (Aardman Animations, Radical Forge) which released in September 2020.

Indie Developer, *Not Not Good Games*

A pseudonym and itch.io page under which I develop and release my own projects.

Qualifications

(Ongoing) Games Design MA

Teesside University (2022 - 2024)

2:1 Games Design BA(Hons)

Teesside University (2016 - 2019)

D*D*D* Games Development

Huddersfield New College (2014 - 2016)

11 GCSEs A - C including Maths English

King James' High School (2009 - 2014)

Additional Experience

Advanced Mechanics, *University Module*, 2022

This module had me create a unique game which blended mechanics and genres. The product was [HIGHTRAIL](#), which yielded a grade of 97%.

Sound Designer, *Freelance*, 2019 - 2020

Freelanced as a sound designer on a variety of small-scale projects.

Quality Assurance, *Double Eleven*, 2019

Volunteered to provide Quality Assurance testing to Double Eleven on Rust Console Edition.

Safety Champion, *Huddersfield New College*, 2020 - 2022

Managed the preparation of campus, social distancing measures, monitoring and evaluation of stock, handling student, staff and mass testing and recording and reporting positive cases.

Retail Assistant, *Kirkwood Hospice*, 2020

Volunteered to assist at a local charity shop during the height of the Covid-19 pandemic.

Technical Skills

- Unreal Engine 4/ 5
- FL STUDIO
- Photoshop, Gimp
- Microsoft Office Suite

Additional Skills

- Ideation and Iteration
- Prototyping
- Teamwork
- Pre-Production
- Documentation
- Adaptability
- Audio Design