

Mark Sinclair

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PROFILE

A graduate of the University of Portsmouth, with a degree in Computer Games Technology. Specialising in level design for computer games, but with a keen interest in non-gaming ventures. Experienced in working with a number of successful modding and university teams.

EDUCATION

BSc (Hons) Computer Games Technology	(2:1)	2008-2011
University of Portsmouth		

This degree covered all aspects of computer game design and production, where I specialised in artistic/design aspects. Heavily focused on group projects, with teams of varying sizes (between 5 and 30 members), all of which were highly successful. I received a first class mark for my dissertation, which allowed me to implement the full range of skills learned from the course into a full lifecycle project (available on my portfolio).

SOFTWARE EXPERIENCE

- Valve Hammer Level Editor – 3 years (strong level design in Valve games)
 - Unreal Development Kit – basic knowledge
 - Adobe Photoshop – 7+ years (strong knowledge of texturing, graphic design)
 - Autodesk 3Ds Max – 3 years (solid knowledge of 3D modelling)
 - HTML – 7+ years (strong knowledge of website creation and maintenance)
 - C++ – 2 years (understand the principles of programming)
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RELEVANT PROJECTS

Chichester City Council Walls Project	October 2010 – Present
University group project. Chichester city council assigned a group of thirty students the task to produce a 3D visualisation/fly-through of Roman Chichester, focusing on the city's walls. My role entails both environment art and texturing. I have produced a number of assets for the visualisation.	

Team Fortress 2 Art Pass Contest	July – October 2010
A contest held by Valve in which participants were to detail (or art pass) a level designed by them. My entry came fifth and received an honorary mention on the Team Fortress 2 Blog for outstanding quality.	
