

# Theo Clarke

Game Design, QA Testing, Environment Art



[theoclarkeart.weebly.com](http://theoclarkeart.weebly.com)

## Contact Details:-

Name: Theo Clarke

D.O.B: 06/02/1994

Contact Number: 07812706424

Contact Email: [Theoclarke94@hotmail.com](mailto:Theoclarke94@hotmail.com)

Address: 6A Starkie Street,

Preston,

Lancashire

England

## Introduction:-

I am an experienced games tester and avid gamer with a Masters degree in Games Design. I graduated from UCLan in December 2017 with a Merit in MA Games Design, and I am currently employed as a full-time games tester at Soccer Manager Ltd - a mobile and PC developer in Preston, Lancashire. Soccer Manager is a small company that operates in a very agile environment, so my duties are very varied and include testing, customer support, community management and design tasks. I graduated from BA Games Design in July 2015 with a 2.1 grade, and had 4 months experience as a QA Tester at Tt Fusion in Summer 2016. I specialised in 3D environment art during my studies, and I have experience and understanding of many varied principles of game design, art and testing.

## Previous Employment (reverse chronological order) :-

**Soccer Manager Ltd.** (Preston, Lancashire) - Games Tester. November 2017 - Present

**Primark** (Fishergate Centre, Preston, Lancashire) - Customer Assistant, retail work. April 2017 - August 2017.

**TK Maxx** (Fishergate Centre, Preston, Lancashire) - Associate, retail work. October 2016 - January 2017.

**Tt Fusion** (Wilmslow, Cheshire) - QA Tester. April 2016 - August 2016 (more information on Page 2).

**TK Maxx** (Trident Retail Park, Runcorn, Cheshire) - Associate, retail work. October 2015 - April 2016.

**McDonald's** (Runcorn, Cheshire) - Crew Member, food service. December 2010 - October 2015.

## Education and Qualifications:-

**Master of Arts in Games Design** Merit Grade. Graduated December 2017. Uni of Central Lancashire, Preston.

**Bachelor of Arts (with Honours) in Games Design**, 2.1 grade. Graduated July 2015. UCLan, Preston.

College: St Chad's Sixth Form, Runcorn, Cheshire – **4 A Levels**

English - B

French - B

Applied ICT - B

Business Studies – C

I have **10 GCSE's** grade **A to C** including English, Maths and Science.

I am able to provide physical proof of my qualifications if necessary. I am a UK citizen and eligible to work in the UK.

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## My Skills:-

- **Testing and QA** - I have 16 months experience as a QA tester including all manner of testing, as well as following & creating bespoke test plans in fast-paced agile environments. I have a keen eye for detail, strong communication and problem-solving skills, and an appreciation for the importance of QA to the development process and the end-user's experience. I have experience with JIRA and Bugzilla databases and I am particularly skilled at writing clear and detailed bug reports. I have experience testing on PC, iOS, Android, Xbox, Wii, Playstation & handheld.
- **Game Design** - I have a strong knowledge of the game development process from preproduction to release. I fully understand the process of designing high quality, user-friendly gameplay mechanics and systems. I have created multiple playable prototypes and browser games, and participated in Global Game Jam 2018. I am officially employed as a QA tester, but as Soccer Manager is a relatively small company, my duties often incorporate important design tasks and reviews, and I am often involved in discussions on high-level topics such as monetisation and publishing.
- **3D Modelling & Texturing** - During my games design studies, I specialised in 3D modelling/environment art. I have 6+ years experience in the use of 3D modelling software to create both low and high poly props, weapons, vehicles, buildings and modular assets. I am skilled in hand-painted and PBR texturing and I am particularly experienced with Substance Painter and Adobe Photoshop.
- **Environment Art** - I have indepth experience and understanding of 3D scene creation and composition, level design, quest design and lighting. I specialise in creating realistic 3D environments in UE4.
- **Game Engines** - I have extensive experience in Unreal Engine 4 and Construct 2 engines. I have experience modding games that use the Gamebyro engine and experience with the Unity engine.
- **Other Skills** - I have experience with word processing, PC and Mac operating systems and a strong general competence with IT. I take a professional and analytical approach to my testing duties. I have excellent communication skills, both verbal and written, allowing me to easily deliver and absorb information and ideas. I have a very strong work ethic and a positive attitude and I am able to work well in a team or individually, and in a wide variety of environments.

## Hobbies and Interests:-

Video games have always been my greatest passion. I play all manner of video games on all platforms including console, PC, handheld and mobile. My education and experience allow me to analyse and draw inspiration from games to inform my own theory and practice and to analyse design choices. My favourite genres are RPGs, strategy and FPSs. I often create prototypes and games in my spare time to expand and hone my skills. I also like keeping up to date with games industry news and trends. Outside of games, I am interested in fitness, history and music.

**Please visit my Portfolio and LinkedIn profile for more information:-**

**Portfolio:** [theoclarkeart.weebly.com](http://theoclarkeart.weebly.com)

**LinkedIn:** [linkedin.com/in/theo-clarke-a71859b6](https://www.linkedin.com/in/theo-clarke-a71859b6)

*References are available upon request*