

GEORGE RICKARD

GAME DESIGNER

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PROFILE

I am a Game Designer and Game maker, with over five years of games studies and several years of Indie style side projects. I see games as an experience and I am interested in how we can evolve the state of play and bring about the next generation of interactive experiences. I like to look for unorthodox methods to achieve results and generate new outcomes. I specialise in 3D design and use this space to visualise concepts and ideas, while my versatile design background working on games from start to finish means that I can adapt to new challenges and overcome obstacles with ease. I enjoy working in teams while also being comfortable working independently on tasks to completion.

SKILLS

- Strong communication and inter-personal skills
- Successful team leader
- Agile, Google sprint, Kanban, Scrum, Design Thinking
- Developing design documents and proposals
- Version control
- Experienced User testing/QA
- Communicating bugs back to engineers
- 3D Prototyping
- Basic understanding of C# language
- Good eye for detail
- Passion for learning and adapting

SOFTWARE

- Unity Engine
- Autodesk 3D Studio Max, Mudbox
- Adobe Creative Suite
- Allegorithmic Substance
- Twine
- Trello
- Slack
- Jira
- Git, Gitkraken

WILLING TO RELOCATE

PORTFOLIO

www.epticx.com

EXPERIENCE

IBM PROJECT

Winchester | Game Designer & Project Lead 2018

IBM set us the task of building a new interactive experience with their Artificial intelligence 'Watson'. Working as project leader in a team of 15+ Game designers, we developed Bank Boss, a resource management game. Working as designer, project manager and AI programmer, I integrated and implementing Watson AI into the game.

GLORIA GAME

Winchester | Game Designer & 3D Artist 2018-2019

A game developed with a small team of 7, worked as project leader and designer to develop an experience around loneliness. Developmental roles including 3D crafted environments, characters and animations as well as shader programming.

SHABBY LOU'S

Taunton | Furniture Upcycling 2017

Renovating tired furniture and re-styling with Shabby Chic paint style for re-selling.

EDUCATION

SOUTHAMPTON UNIVERSITY

Winchester School of Art | BA First Class (Hons) | Games Design & Art 2016-2019

Degree in Games Design & Art. Design thinking through games and how the games medium can evolve to create new experiences.

UNIVERSITY CENTRE SOMERSET

Taunton | D*DD | BTEC Extended Diploma Games and interactive Media 2014-2016

BTEC in Game development and interactive media
GCSE Maths & English.

ACHIEVEMENTS

- Class representative throughout College
- Curriculum representative for IT & Games
- Student of the year award winner
- Student representative Southampton University