CURRICULUM VITAE

**REISS ARCHIBALD**

**PERSONAL INFO**

Name: Reiss Archibald

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**PERSONAL STATEMENT**

Currently pursuing work via Freelancing, after having just completed a course in Computer Games Design at Staffordshire University and graduating with a BSc First Class Honours. During the final year also participated in the Make Something Unreal Live 2013 competition as Project Lead, making it into the semi-final stages. Since finishing university, began working on a small game with some of the stronger members from the previous MSUL group.   
  
Recently participated in Global Games Jam 2014 at Staffordshire University our game “Drawn Onward” was voted #1 at Staffordshire University out of all the other possible titles; still under development for BUGS (Business & Universities Games Syndicate) application and progressing through iterations.

**KEY SKILLS**

* Great understanding of the developing processes involved in current and next-gen games
* Strong Leadership, group skills and capable of clear communication
* A clear understanding of human anatomy and colour composition
* Solid knowledge of 3DS Max, Zbrush and Photoshop with experience in both Maya and Mudbox

**EDUCATION**

**Staffordshire University** (Sept 2010 – May 2013): BSc First Class Honours – Computer Games Development

**Shrewsbury College of Arts and Technology** (June 2010): Triple Merit (MMM) – Computer Games Design and Development

**New College Telford** (June 2008): C – AS Level Media Studies

**Charlton School** (June 2007): Mathematics Grade B  
Double Science Grade B  
English Language Grade C  
English Literature Grade C  
Graphics Design Grade C  
Business Studies Grade C

**EMPLOYMENT HISTORY**

**Wonderland Midlands Ltd**Ride Operator  
June – Sept 2010

**Staples**Computer Sales  
October 2013 – Present

**INTERESTS**

I am very passionate in learning and expanding my knowledge, especially towards gaming and game development. I’m self-taught guitarist with a strong love for technology and innovation. A keen involvement in expanding my potential audience via platforms designed for self-publishing and original content, such as YouTube and Kickstarter.

**REFEREES**

Mr James Butcher  
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