

# **KIM ROBERTS...**

Art & Design

## **WEBSITES**

- LinkedIn - <http://www.linkedin.com/in/kimroberts1984>
- Portfolio - <http://www.kimsbrainjunk.com>

## **EMPLOYMENT**

- **Bright Light Studio, Electronic Arts** - <http://www.eagames.co.uk/>  
(October 2009 ~ Present)

Level Designer / Level Integrator -

Conceptualising props and level layouts and creating paper designs for level design and game play. Integrating the designed levels and game play into the game environment by using in-house tools and editor.

- **Bright Light Studio, Electronic Arts** - <http://www.eagames.co.uk/>  
(August 2009 ~ October 2009)

Design Editor -

Developing an interactive storybook experience for the Nintendo DS. This new IP used popular children's books by well known authors. Tasks included; concept design, game and activity design and interaction design.

*Games released: FLIPS: Too Ghoul for School, FLIPS: Faraway Tree stories, FLIPS: Cathy Cassidy and FLIPS: Artemis Fowl.*

- **Alten8 Media** - <http://www.alten8.com>  
(January 2009 ~ August 2009)

Games Designer and 2d Artist -

At Alten8 Media LTD, I've had the opportunity to work on a variety of projects, ranging from games development, concept art, graphic design for logos and web graphics, and pre-production work for film.

*Games released: Squibs Arcade (iPhone and PC)*

- **Midway Entertainment** - <http://www.midway.com/uk/MidwayHome.html>  
(August 2007 ~ December 2008)

Jr. World Designer -

Conceptualising and planning game play routes within the game world, the look and feel of the

environment and implementing the design by adding the art assets into the world using Unreal Editor.

*Games released: Wheelman (PS3, PC & Xbox360)*

• **Lo-Jen** – <http://www.lo-jen.com>

(June 2006 ~August 2007)

Concept / Promotional Artist -

Conceptual / promotional artist and design team member – Creating character, environment and vehicle illustrations at early game concept stages, as well as producing promotional artwork. Also discussed ideas for game design elements within the team.

## **SKILLS**

- Concept art and design • Games design / Level Design • Storyboarding
- Illustration & Digital painting • Graphic Design for logos and web graphics
- Sequential art illustration and colouring • Photo manipulation / Matte Painting
- 2d Animation • Crafts • Voice Acting • Taiko Drumming.

## **SOFTWARE**

• Adobe Photoshop • Adobe Illustrator • Coral Painter • Unreal Editor • Hammer Editor (working knowledge) • 3ds Max (low poly) • Adobe Premiere • After Effects (working knowledge) • Adobe Flash (Animation).

## **HOBBIES AND INTERESTS**

Illustration, digital painting, western and eastern animation, comics, martial arts, music, acapella/digital music, Traditional music (Taiko Drumming) language, travel and food.

## **FAVOURITE GAMES**

Sonic 3 and Knuckles, Rocket Knight Adventures (Mega Drive), Streets of Rage (Mega Drive), Revenge of Shinobi, Chrono Trigger (SNES, DS), Bomberman series (SNES, N64, Game Cube, Wii) Super Mario Bros. Series, Mario Kart series Legend of Zelda series, Flight of the Amazon Queen, Full Throttle, Dragon Force, Katamari Series, Soul Calibur series, Tekken Series, Time Crisis 1,2,3 (Arcade), Gitaroo-Man, ICO, Shadow of the Colossus, FLOW (Playstation Network), Wario Ware,, Animal Crossing, Rhythm Paradise, Phoenix Wright (DS), Apollo Justice, Portal, Team Fortress 2, Muscle March (Wii Ware), World of Goo, DinoRun (PC).

## **GOALS**

To work as an Art Director / Creative Director for games and to become well known and sort after for creative ideas and games design. I would also eventually love to Illustrate or work on Pre-production concept art for children's cartoons and books.

## **CONTACT**

Email: kimmytots@gmail.com

Mobile: 07773679907

## **REFERENCES**

### **Simon Wodroffe – Creative Director at Midway**

Address: 46 Faraday Court, Durham, DH1 4FG

Email: simon.wodroffe@gmail.com

Phone: 0191 375 7868

### **Iain Lowson – Scriptwriter at Midway**

17 Osborne Place, Tweedmouth, Berwick, TD15 2HT

Email: iainlowson@yahoo.co.uk

Phone: 01289 307 037

### **Gabrielle Kent - University Lecturer**

Address: 5 Newham Avenue, Linthorpe, Middlesbrough, TS5 7PL

Email: g.l.kent@tees.ac.uk

Phone: +44(0)1642 286 059

### **Paul Andrews - CEO at Alten8 Media**

Address: Alten8 Media, PO BOX 1249, Luton, LU1 9FA

Email: paul@alten8.com

Phone: 01582434325

### **Matt Bateman – Head of Creative Development at Alten8 Media**

Address: Alten8 Media, PO BOX 1249, Luton, LU1 9FA

Email: matt@alten8.co.uk

Phone: 01582434325

## **EDUCATION**

### **2003-2007 - University of Teesside**

BA Computer Games Design: 2:1

### **2001-2003 - Coleg Menai - Bangor, North Wales**

ND Graphics Design: 86% Merit

### **Secondary Education**

4 AS-A2 levels

9 GCSEs