



# Chris Cobley

Email: [chriscobley99@gmail.com](mailto:chriscobley99@gmail.com)

## Key Competencies & Skills

- Excellent proficiency with Photoshop, Premiere, After Effects, 3DS Max
- Excellent animator with special attention to the principles of animation
- Proficient with UE4 and Unity
- Experienced with Maya
- Quick learner
- Works well in teams
- Results-oriented
- Ability to visualize layouts
- Aural skills, a sense of timing and attention to detail
- Can take criticism and learn from it
- Ability to complete tasks in a timely manner, in spite of competing demands.

## Personal Statement

Currently a second year Game Design student at the University of Gloucestershire in Cheltenham, England. Pursuing a degree in Computer Game Design that includes a placement year before final year. Seeking an internship or permanent job in a reputable company where I can build on the skills attained at University and gain some real-world experience in Game Design or a related area.

I am a British citizen, born in Barbados. Avid video game and sports enthusiast who represented his country in golf and is currently a member of the University's golf and futsal teams. Worked as a graphic design intern at a University last summer. Also designed several amateur games. Portfolio available at:

<https://chriscobley99.wixsite.com/website>

My career goal is to be a top-class designer, creating exciting popular games and apps that appeal to all ages.

## Work Experience

### Graphic Design Intern

06/2017 to 07/2017 & 01/08/2019 to 01/08/2019

### University of the West Indies - Barbados

Worked with the Educational Media Services team at the University to respond to client requests for multimedia services; gained valuable experience in graphic design, video editing and photo editing, using Photoshop. Worked well in a team as well as independently. Learnt how to respond new challenges and deal with sudden hiccups.



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## Interests & Achievements

- Esports
- Adventure Games
- MOBAs
- First Person Shooters
- Football
- Golf

Represented Barbados in various junior golf tournaments from 2010-2017

Currently the captain of the University of Gloucestershire Futsal team as well as a member of the University of Gloucestershire Golf team.

Created and hosted the Caribbean's first VALORANT tournament where teams from 20 different countries competed over the span of a month.

## Education and Training

**2017 - Present: Bachelor of Arts Degree in Game Design - University of Gloucestershire, Cheltenham, England, United Kingdom | Expected graduation date:** June 2021.

Currently studying 3D modelling, animation, user interaction, audio, level design and creative skills.

**2011-2017: Attended Queen's College (High School) Barbados**

Successfully obtained passes in eight (8) CSEC subjects (GCSE equivalent), including Mathematics, English Language and Information Technology. Also obtained passes in four (4) CAPE subjects (A'Level equivalent).

**August 2013: iDTech Game Development Academy Summer Camp – Harvard University, Boston, USA,**

Successfully completed game projects using Photoshop, Maya and UE4.

## Contact Information

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Saltford,  
Bristol  
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United Kingdom

## Referees

1. John Moss, Game Design Tutor at the University of Gloucestershire - [Jmoss3@glos.ac.uk](mailto:Jmoss3@glos.ac.uk)

2. Rachel Brooks, Game Design Tutor at the University of Gloucestershire – [rbrooks1@glos.ac.uk](mailto:rbrooks1@glos.ac.uk)

3. Chelston Lovell, Head of the Educational Media Services Department at the University of the West Indies - [chelston.lovell@cavehill.uwi.edu](mailto:chelston.lovell@cavehill.uwi.edu)