# Greg Baxter

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## PROFILE

- Holds a passion to create stories and intellectual property to entertain, challenge and intrigue.
- Educated with strong code of ethics
- Open-minded individual to learning concepts and practices of the trade in any sources.

## INDUSTRY RELEVANT WORK EXPERIENCE

**May 2015 – Present**  **Various Groups**          **Independent Freelancer**                    Various Locations

*A series of small projects exercised on between job-seeking to maintain and improve game development skills after my departure from Abertay University. Most projects suffered from death in the conceptualisation phase.*

- Designer for game jam project: "Bellerophon: Wielder of Missiles".
- Developed a Dungeons & Dragons 5th Edition homebrew player race option: "The Faerie".

**Jun 2017**          **Skymoons Edinburgh**     **Game Designer**                         Edinburgh, UK

*A temporary contract role designing a massively multiplayer online mobile game based on an established franchise*

- Designed experiences alongside the Design Director that challenged and delighted the player.
- Tested and slightly tweaked mechanics inside Unity3D using C#.

**Jan 2016 – Jan 2017** **Digital Sports Arena**     **Internal QA Tester**              International (remote working)

*A short term contract smoke testing and regression testing on an upcoming mobile title*

- Operating Mantis Bug Tracking and JIRA to log and close bugs and other QA progress assignments.
- Every build received a report on the success of its smoke test, a breakdown of all new bugs, including Mantis tracking number, newly closed bugs again with Mantis Tracking number and a breakdown of all bugs currently reported in Mantis Bug Tracker.
- Further testing involved operating test plans written to reflect on-going tasks highlighted in JIRA, including running two unity builds between PC and Android to test networking for multiplayer play.
- Tested the product until it reached open beta for customers.

**Sep 2013 – April 2014** **EugoGames**               **Lead Designer and Lead Producer**          Dundee, UK

*A professional project as assigned by a client through the University's "Professional Project" module to adapt a board game prototype into a digital application for android tablets.*

- Delegated work onto visual artists, programmers and audio engineer, ensuring they remained under the time, budget and maintained the production plan as changes arose.
- Adapted methodologies between disciplines such as the Art team's preference towards Kanban versus the Programming team's preference to Lean.
- Cooperated with the Art team to revise the game's UI to maintain the fidelity of the board game aesthetic and keep the game itself easy to operate and assisted in various additional tasks with my understanding of C# and C++ in Unity.
- Hosted play testing sessions outside the development team to see any design changes that might be taken for the digital prototype.

**Feb 2012 – May 2012** **Proper Games**               **Quality Assurance Tester**                    Dundee, UK

*A short unpaid session of testing for Proper Games' Facebook game, "Yo Deshi Rivals" to supplement studies at University on the "Quality Assurance and User Experience" module.*

- Dedicated time to playing the beta called "Yo Deshi Quest" while executing requested tasks by the development team, such as using a certain combination of consumable items and taking turns at varying times during the online multiplayer.
- Responsible for logging any errors through a document from Google Docs. The document required details including how the error occurred, the error's outcome and the error's frequency when performing the prior detailed guide to causing the error.

Feb 2012 – May 2012 **The Story Mechanics        Quality Assurance Tester**                    Dundee, UK
*A short unpaid session of testing for The Story Mechanics digital adaptation of 'The 39 Steps' alongside the above testing assignment.*

- Credited within the commercially available version of the digital adaptation itself under "QA and Testing".
- Ad-hoc tested the visual novel program up to the release on computer.

## EDUCATION AND TRAINING

Sep 2011-15     **ABERTAY UNIVERSITY**                    Dundee, UK
Upper Second Class (2.1) Honours: Game Design and Production Management (BA)

- Core modules include Narrative Theory in Interactive Design, Interaction Design, Spatial Constructs and Game Professional Awareness.
- Obtained work experience and developed industry specific skills through modules, Professional Project and Quality Assurance and User Interface.

May 2006-11     **DUNFERMLINE HIGH SCHOOL**                    Dunfermline, UK

- *5 Higher Passes*, Computing (B), English (B), Graphic Communication (B), Mathematics (B) and Physics (C)
- *6 Credit level Standard Grades* including German (Credit 2) and Drama (Credit 2)
- *2 Intermediate Grades* including Modern Studies (B)

## SKILLS

- Microsoft Office expertise
- Game Engine knowledge including Unreal Engine, Game Maker Studio and Unity3D
- Knowledge in a mix of programs such as Basic, C and engine languages such as Game Markup Language (GML).
- Experienced with Mantis Bug Tracker, Trello, Confluence & JIRA
- 3D Modelling program knowledge from Maya and Mudbox
- GIMP and Photoshop experienced
- Competent time management skills
- Confident and enthusiastic presenter
- Attentive listener and host for feedback from various sources
- Strong promoter of Kanban project methodology via use of Trello
- Confident working in and leading small groups
- Expressive, experienced and clear writer

## INTERESTS

- Works with independent teams "Grandpa Pixel" as a Story Writer, "VMC" as a QA Tester and formerly "World Tree Games" as a Game Design Volunteer on a recreational basis.
- Registered as a STEM Ambassador with PVG and volunteered at local Barnardos shop
- Avid follower of news covering fighting games, including its competitive scene
- Writing up blogs (including those for communities such as High Rez Gaming) and partaking in podcasts (such as High Rez Mics)
- Reader of referential and non-fictional material

## REFERENCES

References available on request

## PORTFOLIO LINK

https://www.greg-baxter.weebly.com