

Daniel Fairchild

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SUMMARY



BSc Games Production student qualifying May 2021 looking for a game designer role. Have experience working as a Game Designer at Sonedo Media. Worked as Student Mentor and Ambassador alongside course. Overall grade for past two years was a 1st. Enjoy thinking up ideas for games and in 2019, tweeted a different game idea every day to develop ideation skills. Take part in game jams, coming 87/187 in the 2020 Kenney Jam on itch.io, taking part in the Confetti Sustainability Game Jam and winning the Confetti 2021 Board Game Jam.

SKILLS



- Teamwork - Communication - Leadership - Time Management
- Ideation - Software:



QUALIFICATIONS



BSc Games Production, Nottingham Trent University, Sept 2018- 2021
Level 3 BTEC Game Development, Triple Distinction, Confetti Institute of Creative Technologies, Sept 2016- July 2018
10 GCSE A-C, Chilwell School, Sept 2011 - June 2016

INDUSTRY EMPLOYMENT



Sonedo Media, Game Designer, July 2020 - Present
- Created game concepts - Wrote game documentations

OTHER EMPLOYMENT



Student Ambassador, Confetti, October 2020- May 2021
- Provided support at student events
Student Mentor, Confetti, October 2020- May 2021
- Helped students with work - Moderated student Discord server
Kumon Education UK, September 2016 - December 2020
- Helped children develop their maths and english skills

REFERENCES UPON REQUEST