

Jonathan Savery

Games Design and Animation

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Design Skills

Games Design, Level Design, 3D Modeling, 3D Animation, Full Body Rigging.

Education

BA (Hons)

University of Wales, Newport

Computer Games Design: 2010 (In Progress)

Foundation Studies (Maths, English, IT, Media Studies):2007

GNVQ

Coleg Gwent, Pontypool

Information Communications Technology Level 1 & 2

GCSE's

Fairwater High School, Cwmbran

IT, Design and Technology

Professional Skills

Expert

Autodesk Maya

Proficient

Adobe Photoshop, Unreal III Engine, Microsoft Office,

Adobe

After Effects

References

David Surman

University of Wales, Newport,
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Programme Leader of
Computer Games Design

Dr. Barry Atkins

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Associate Dean
(Research and Enterprise)