Gabriel Stott

Portfolio: gabestott.com

Email: gabe.stott@hotmail.com

Address: Portsmouth, Hampshire, PO4 8DH

Personal statement

I am a second year Computer Games Enterprise student at University of Portsmouth with game development and production experience gained through both academic projects and game jams looking for work in the industry. I'm interested in developing within a range of genres and keen to work with up and coming technology like VR headsets and haptic devices.

Games experience

- Elemental escape
  - An endless runner with the theme of duality built for windows. I worked primarily as a producer to co-ordinate and combine the work of my 7 person team.
  - **Role:** Producer and Programmer.
  - **Engine:** Unreal engine 4.27

- Maze runner
  - A solo project which explores Unity AI, enemy state machines, first person mechanics, time manipulation and item equipping.
  - **Role:** Producer, programmer, designer.
  - **Engine:** Unity 2020.3.6f1

- Titled dog game
  - 3D story, puzzle game with collectables from the perspective of a dog. Made for Games Jobs Live game-jam 2021.
  - **Role:** Producer and Sound-Designer. Created ambient sound effects and contributed to the level design. Oversaw the implementation of game elements such as audio, mechanics, models and UI.
  - **Engine:** Unreal engine 4.27

- Swap It
  - A hyper casual one button game solo project made in a week with unique mechanics, minimalistic style and original game audio.
  - **Role:** Producer, programmer, designer, sound-designer.
  - **Engine:** Game maker studio 2

Technical Skills

- Unreal engine
  - 2 Completed released games
  - 2 Solo gameplay prototypes

- Unity engine
  - 3 Completed projects
  - Including: 1 external client project, and 1 solo gameplay prototype demonstrated at guild hall games fest

- Gamemaker studio 2
  - 1 Released game
  - 2 Solo Gameplay prototypes

- C++
  - Taught C++ basics in first year of university
  - 1 Completed text based dungeon crawler

- C#
  - Handful of games created in unity using C#

Additional Relevant experience

Guild Hall Retro Games Fest. – January 2022

- Producer and programmer on Elemental Escape, an endless runner style game for Global Game Jam. Produced in the Guildhall in Portsmouth over 2 days with several external hurdles and open to public observation and questions. Failed to meet the 2 day submission date but continued to collate and connect the different game elements and successfully created a full game after 2 weeks.

Games experience continued

- Submariner
  - External client project in collaboration with the royal navy and university of portsmouth.
  - **Role**: Sound-Designer and Producer. Created and implemented various ambient sfx, oversaw implementation and testing, and presented our work during client meetings.
  - **Engine:** Unity

- Poppin' Hoppin' Unlockin'
  - A game jam group project made during the first year of university. Responsible for sound design, created sfx and an original music track.
  - **Role:** Sound designer.
  - **Engine:** Unity

Education & Qualifications

- University of Portsmouth 2020 – (Current)
  - Studying Computer Games Enterprise, with a special focus on programming and design. Going into game AI and game Audio in the final year of my degree.
  - On track for a 2:1 overall grade
- Portsmouth College 2015 – 2017
- St John's College 2011 – 2015
  - 7 GCSEs A-C
  - A in maths IGCSE
  - B in English language GCSE

Other Work Experience

- **Front of house team member** at The Wine Vaults, April 2021 – Current
  - Enhancing customers experience with strong communication skills and a comprehensive knowledge of our product ranges. Serving a variety of drinks and food. Maintaining stock levels and changing beer kegs.

- **Cutting line operator** at Fisco Tools, November 2019 – March 2020
  - Utilizing my visual prowess to oversee the continuous and correct operation of a range of metallic tape measure blades on several different cutting lines.

- **Sales assistant** at Halfords Southend on Sea, September 2018 – November 2019
  - Ensuring stock levels were correctly maintained and organized correctly according to stock layouts.
  - Helping customers choose the correct bikes and bike accessories based on their personal needs
  - Securing and processing sales.
  - Carrying out minor repairs on bikes and assembling a variety of new bikes.

- **Sales assistant** at Halfords Portsmouth January 2017 – August 2018