

Rhys Thomas, Designer

Multi-faceted digital smithy.

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What I love doing:

Games production | Web design | Graphic design
| Concepting | Document writing | Storyboarding
| Level design | 2d art creation (digital and traditional) | 3d art creation | Character design | Environment design | Photography | Audio editing
| Video editing | Animation (2d/3d and traditional)

Software:

Skilled with... Photoshop (expert!) | HTML | CSS | Maya | Flash | After Effects | Construct 2 | Unreal Engine | Wordpress |

Knowledge of... Illustrator | 3DS Max | Zbrush |

Experience:

Games Designer at Mudvark, 2013 - Present

I joined the small team at Mudvark on a brief to create an educational game for clients in the states. We pitched a multitude of ideas, and 'Waterworks' (a strategy/sim game about a town's water supply) came out top. In such a small team, I had to be flexible. My main roles included document writing, concept development, level design and script writing (both educational content and character dialogue). I also did 3D terrain modelling, 2d gui art, all the audio, as well as final game testing and bug fixing.

With my background in web design, I was also responsible maintaining the company's website.

Since Waterworks, we've been crafting additional smaller projects in Construct 2, for mobile device distribution under the Mudvark name.

Premium Web Designer at hibu, 2011 - 2013

During my time at hibu, I generated well over 100 Premium site designs for live customers in a commercial, high intensity production environment. I was also entrusted with managerial duties as stand-in Design Team Manager. I worked in conjunction with web consultants to build attractive sites for our customer that they were pleased with, and that were within the technological bounds of our CMS.

I was also heavily involved in the integration and migration of some 50,000 websites from one CMS to another. Off the back of this in-depth knowledge and previous design QA contacts, I was the UK point of contact for our Manila offshore build studio.

Plus Designer and Design QA at Yell, 2010-2011

Prior to the Premium designer role, I held the Plus design and Design QA positions. I used my QA background and design sensibilities to monitor the standard of the product. This involved creative feedback, positive critique, and exploring ways to raise the standard of product, whilst also speeding up the process.

General QA (amongst half a dozen other roles) at Yell, 2010

My initial role at Yell was general QA. It was giving websites the once-over before being sent to the customer. But with a changing face of technology and Yell's company-wide reshuffle, this morphed and changed into half a dozen different roles over a few months. In that time, I was named Yell's number 1 QA'er after a series of in-house checks and balances.

Contracts Administration at Hoople, 2007 - 2009

During university, I was an administrator for the contracts department of a training centre. I dealt with paper and digital records systems. Organisation, clarity and efficiency were key. I was also the first port of call for anyone struggling with PC problems.

Other projects:

I have completed several additional projects in my spare time. I always have something on the go in the background... whether it's freelance, self development or just to help a friend in need:

- Websites for a security company, book publishers and railway society.
- A computer based training module for an engineering firm, with components modelled and animated in Maya. Compiled in Flash.
- Modelled a medieval ship found in Newport Gwent, It was placed in an international education hub in Second Life.
- Created a commercial music video.
- Modelled London Liverpool Street Station and re-created it in UDK (game engine).
- University final project was a 3D Georgian regency manor house built in the unreal engine. The player interacted with the story disclosure from a first person perspective.

A bit more about me:

For recreation I enjoy a whole host of things. I'm a huge Rugby fan. I watch it, play it, and dream about it. It's my first season with Berkshire Shire Hall - I scored one try, just before breaking a rib.

I've been playing guitar for about 9 years. I love rocking along to some blues on one of my 5 guitars (or my Cello).

I love staying in touch with my artistic background whenever possible, through drawing or photography. It's very much a release from the glare of a computer screen.

That said, I'll also consume all sorts of cool digital design solutions. That also includes staying abreast of developments in the games industry.

Regular Movember participant and general beard enthusiast.

Education:

1st class BA Hons degree in Computer Games Design from University of Wales, Newport. (graduated 2010)

Foundation Diploma in Art & Design from Hereford Art College

A-levels in Product Design(B) Archaeology(C) Computing (C)

15 GCSEs inc. Physics(A*) Chemistry(A) Biology(A) Maths(B) Statistics(B) Eng Lang(B) Eng Lit (C)

