

Laura Ward

Contact

(hyperlinked)



wardlaura@live.co.uk



Indievalkyrie.co.uk



[LauraJWard](https://www.linkedin.com/in/LauraJWard)



[@Indie_Valkyrie](https://twitter.com/Indie_Valkyrie)

Memberships



[Crusade](#)



[Historia Normannis](#)



[VolunTees](#)



[BCS](#)



[WOMG](#)



[IT & Computing
Consultative Forum](#)

Proficient in project management, Unreal Engine & 2D illustration, and experienced in gameplay Design, Blueprinting, and 2D animation. Laura has strong interpersonal skills with training in mental health awareness, autism awareness, Sexual violence & assault awareness, drug & alcohol awareness and first aid.

EDUCATION

University; Teesside University

2016 - 2020

Y4CRD Certificate of Credit Graphic Design & Illustration (2:1)
BA (Hons) Indie Games Development (2:1)

Year 4: **Beta Arcade**, Games Publishing, Games futures, **Indie Games Project**

Year 2-3: 2D games Creation, Games Business and Marketing, Games Interface Design, Mission Design, **Journeyman**, **Game Jam**

Year 1: CSS, Web and Mobile Development, History of Games, Games Design and Mechanics, Games Prototyping, Indie Games Programming

PROJECTS (More info available in portfolio)

Solo Indie Games Project (2019-2020)

- Final year project.
- Created a polished vertical slice of a narrative based project.
- Created all assets, mechanics, animations and scripts myself
- Documented project throughout using my portfolio blog.
- Used industry standard software throughout, along with some more niche software (Aseprite)

Group Unreal Engine Spring Jam 2020;

Theme "What Is Hidden In Snow Comes Forth In The Thaw"

-5 day Game Jam

-Team of 2

-Roles;

Level design, Gameplay design, 3D art, 2D art, sound design, Particle Creation, UI/UX



Global Game Jam (2020);

Theme "repair"

-48hr game jam undertaken around the globe

-Roles; artist (2D-3D), sound design and Team Lead

-Lead team of 5



Beta Arcade

3rd year group project (2019)

-Roles; team lead, 2D artist, sound design

-Create marketing materials.

-Team Lead of 7 (multidiscipline)

-Assign tasks and monitor progress

-Create a game of own specification to a polished standard within one semester

Game Jam

Vigor Shift (2019)

-Roles; Team Lead, SCRUM Master, 2D art and sound design

-Monitored Source control and Hack'n'Plan

-Team of 6 with a set deadline and medium (2d)

-Created a game within 12 weeks based on 3 words

-Worked closely with the client in order to ensure that we kept to brief.

-Also worked as; lead artist, sound design, and marketing

(pitches, demos, trailers)

Journeyman

2nd year group project (2018)

-Roles; Level Design, Gameplay Design

-Gameplay/Mechanics

-Worked in multidiscipline team of 16.

-Created an original Borderlands prequel game from scratch using UE4

SKILLS

Art skills

- 2D Asset Creation/ Animation
- Digital Art
- Fine Art
- Graphic Design & Illustration

Software Skills

- Adobe Suite (CS6)
- Flash
- Unreal Engine 4
 - Blueprinting
 - Level Design
 - UX/UI
- Construct 2
- Dreamweaver
- Visual Studio (C#)
- Microsoft 365 / Teams
- Blender
- VOD / Streaming
 - OBS
 - Twitch
 - YouTube

Awards

Volun-Cheers

- Bronze Award 2018
- Silver Award 2018
- Gold Award 2018
- Platinum Award 2019
- Platinum+ Award 2019
(Employability and Volunteering)

MIND

Trained in Mental Health Awareness

Sports Leaders UK

Community Sports Leadership Award

- 2017- Present** **QA Tester - Ubisoft, Double11**
(Voluntary) -Assisted in playtesting current and upcoming titles for multiple companies alongside my university studies.
- 2014-2018** **Games Journalist - GameLuster**
(Freelance) -Worked closely with external sources and games developers to deliver news content and reviews across the GameLuster online channels using WordPress.
-Delivered between 2-5 articles per day
-Wrote reviews for new and upcoming titles
-Regularly posting content that achieved over 1000 heat and thousands of page views
-Proven track record of understanding audiences, building reputation and engaging with users
- Teesside University**
- Feb 2020 - Present** **CreatorLab Fellow**
-Developing digital content to improve Wellbeing and Resilience of Students at the University
- 2019- Present** **Ambassador for Digital Skills for Growth**
-Develop and deliver a series of 2 hour taster sessions within your specialism
-upskill individuals and teachers within the Durham region with digital skills and knowledge through a series of taster sessions and short accredited courses
- Teesside University Students' Union**
- September 2019** **Chair of Society Federation**
(Voluntary) -Arrange monthly meetings with Activities team to set Federation meeting agenda
-Attend Elected Officers Committee once a month
-Chair Society Federation Meetings
-Monthly meetings with the President Activities to discuss ideas, projects, policies and procedures
-Meet societies, engage with students and support fundraising events
-Work alongside the Athletic Union (AU) Chair to build on the relationship between AU and Soc Fed.
- August 2019** **Campaign Representative**
-Undertook admin duties
-Worked alongside elected officers
-uphold the brand and take part in marketing and filming
-Distribute promotional material and gather feedback as part of campaigns
- April 2019** **Vice Chair Finance - Battle Re-enactment Society**
(Voluntary) -Organise events and training sessions
-Complete correspondence via email and social media
-Handling all monies received from society activities
-Completing Grant allocation, reallocation and kit allocation forms
- October 2013** **Founder / Chair - Yu-Gi-Oh Society**
(Voluntary) -Organised all meetings and events
-Arranged sponsorship and partnerships with local companies.
-Created a society, gathering members with a common interest.
-Arranged for multiple members to receive official judge qualifications.
- Course Representative**
-Elected by peers on course
-Sign-posted students to different services within the university when needed.
-Liaised with staff and students in order to solve any problems the students are having with the course.

REFERENCES AVAILABLE ON REQUEST