

Mr. Peter Howell, PGCert, BSc(Hons)

A creative and enthusiastic games researcher, lecturer and developer. I am dedicated to furthering innovative and engaging work within the field and through this, enhancing the learning experiences of the students that will become the next generation of developers.

Contact Details

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[Postal Address Omitted from Online CV]

Professional Experience

Game Designer

thechineseroom
University of Portsmouth,
Winston Churchill Avenue,
Portsmouth,
PO1 2UP,
UK

2011 – 2013

Amnesia: A Machine for Pigs - www.aamfp.com

I worked in the joint roles of Designer and Lead Events Scripter on this highly acclaimed sequel to *Amnesia: The Dark Descent*. I was responsible for the design and implementation of various gameplay sequences and scenarios, including puzzle creation and other interactive game elements.

I worked with many aspects of the HPL2 game engine, including its level editor, model editor and material and particle editors. Script work was carried out using the engine's C++/AngelScript based API.

The project was developed by a team working remotely across different countries and time zones, making communication and organisational skills vital.

Lecturer in Gaming & Computing

Fareham College
Bishopsfield Road,
Fareham,
Hampshire,
PO14 1NH

2012 - current

I currently teach on a BTEC National Diploma IT Practitioners Level 3 course, which is focused on Gaming, Computing and Multimedia. My responsibilities include planning and delivering material and assessing work in units including: **Website Production; Games Platforms & Technologies; Game Development; 3D Modelling.**

Of these, I also act as Unit Leader for **Games Platforms and Technologies and 3D Modelling.**

In addition to this, I teach on the college's new HNC/HND course in Gaming and Computing, acting as Unit Leader for the **Games Development** unit.

Lecturer in Computer Games Technology/ Lecturer in Games Design

University of Portsmouth
Winston Churchill Avenue,
Portsmouth,
PO1 2UP,
UK

2011 – current

I currently lecture and tutor students in a range of subjects including: **3D Studio Max; Illustrator; Photoshop; Flash; Level 1 C++ and OpenGL with PlayStation 3 Development Kits; Unreal Development Kit; Unity/Javascript/C#; Web Design; Academic Writing & Research Skills;**

I am the Unit Leader for the Level 6 Games Research unit which provides students with an opportunity to engage with a range of academic and industrial games research approaches. I also act as project supervisor for multiple final year undergraduate students, mentoring them in the writing of their dissertations.

Independent & Modding Experience

Project Manager
Level Designer
Cold Cactus Games

UoP GameJam 2013
Prize Winners

2013 (Indie)

Watch Your Step!

In 2013 during the 5 day UoP GameJam competition, myself and a team of staff and students created a replica of the late 1980s kids TV show, *Nightmare*. This was achieved using a setup of 4 Kinect cameras that could track a player in a 4x4 meter play area. This positional data was then used to drive a player marker within a virtual game world running in Unity. This was then coupled with a network-enabled power socket attached to a large floor fan to offer players some physical feedback in the form of 'wind' when standing on the edge of a cliff in the virtual environment.

I was responsible for the project management, including sourcing hardware and ensuring risk assessments were properly carried out, as well as designing the virtual environment and creating some of the art assets used to build it. The project won the award for **Most Technically Advanced Game**.

Level Designer
Cold Cactus Games

Dare to be Digital 2010
Entry

UoP GameJam 2010
Prize Winners

2010 (Indie)

Goo Factory

Goo Factory was entered into the 2010 Dare to be Digital competition, successfully making it through to the second round. It was a fast-paced, 2D multiplayer arena combat game, similar in style to *Smash Bros* in which players fought to take control of territories around the map and defend them from their opponents.

The game was further developed during the University of Portsmouth's GameJam with myself responsible for the game's programming using DarkBASIC. It proved popular with players and judges, collecting prizes for **Best Soundtrack** and **Best Animation**.

Project Manager
Game Designer
3D Artist
University Final Year Group Project

University of Portsmouth

2010 (Educational/Mod)

Space Harrier VR - Stereoscopic Showcase

Developed for the University of Portsmouth as a showcasing piece of software for their Virtual Reality Suite, this was a recreation of the first level of Sega's well-known arcade title, *Space Harrier*. The game was created using Unity and Javascript, and optimised to run in the University's VR Suite.

Taking on the primary role of project manager, I was responsible for client liaison, administrative tasks, setting and ensuring the completion of project milestones, as well as organising and minuting group meetings. In addition to my management role, I was responsible for modelling the player character's weapon, as well as multiple enemies and environmental assets.

Unreal Tournament 2004 Mod Project

Undergraduate Dissertation,
University of Portsmouth

2010 (Educational/Mod)

OSM-Geothermal - Single Player Campaign Level for UT2004

The map OSM-Geothermal was created as a research tool, but designed to be as close to a 'real-life' commercial single-player campaign map as possible. I used a plugin to access the enemies and AI routines used in the original *Unreal* game and constructed the level using a combination of stock *UT2004* assets as well custom meshes and textures. I also created a number of complex sequences using *UT2004*'s scripting interface and Matinee system. The map has been requested following completion of the research by interested players and thus has recently been published to ModDB.

Qualifications & Awards

Ph.D in Horror Game Design (MPhil Transfer Complete, Ph.D in progress) University of Portsmouth, Portsmouth, UK

Preparing to Teach in the Lifelong Learning Sector, Level 4 (PTLLS) (in progress, due to complete Summer 2013) Fareham College, Fareham, UK

Postgraduate Certificate (PGCert) Computer Games Technology University of Portsmouth, Portsmouth, UK

First Class BSc Honours Degree Computer Games Technology University of Portsmouth, Portsmouth, UK

SCEE Award for Best Computer Games Technology Student 2010 Sony Computer Entertainment Europe

4 A-Levels: Psychology (A), Film Studies (A), Vocational ICT (A), English Language (B) Oakwood Park Grammar School, Maidstone, UK

10 GCSEs, including: English Language & English Literature (A* / A*) History (A), German (B), Mathematics (B) Oakwood Park Grammar School, Maidstone, UK

Software, Engine & Coding Experience

3D Studio Max

Maya

Mudbox & ZBrush

Dreamweaver

Fireworks

Photoshop

Unity

CryEngine

UnrealEd, UTClassic, UT2K4, UT3 & UDK

Basic C++ & OpenGL

DarkBasic

HPL2 AngelScript

HTML & CSS

Javascript

ActionScript

Development and Academic Skillset

- 3D Modelling using 3D Studio Max; Specialisms include Vehicles, Weaponry, Machinery and Props.
- Proficient in UVW Mapping and Texturing methods, including texture creation in Photoshop.
- Experienced in high level scripting for games, including AngelScript, UnrealScript, Matinee and Kismet.
- Strong understanding and experience of level design principles, practices and industry workflows.
- Team Working, Project Management, and Personnel Training experience on multiple projects.
- Experience writing and maintaining design and development documentation to industry standards.
- Tutoring and Lecturing experience at Level 3, 4, 5 and 6 over multiple years at FE and HE institutions.
- Unit Leadership experience at Level 3, 4 and 6 over multiple academic years at FE and HE institutions.
- Experience of supervising over 15 undergraduate students and advising postgraduate student projects.
- Experienced writer and publisher of academic research papers with multiple peer-reviewed publications.

Screenshots and video of my work are available at my website: www.flux-digital.co.uk