

Curriculum Vitae

Ryan Balfe

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About Me

I have graduated from the University of Central Lancashire and achieved my masters degree in game design, focussing on level design and game mechanics.

During the four and a half years studying at UCLAN, I have completed my masters in games design focusing on level and games design while developing a form understanding of Unreal Engine as well as blueprints, modeling and basic animation. I have created various games including RPG's, puzzle and first person shooters.

What I'm looking for, is an employer who is willing to give me the chance to continue to develop my ability to work within their company and become a valued member of their team. With my excellent communication and organisational skills, I do believe I would add value to any organisation I join.

Personal time and interests

In my spare time I enjoy socialising with friends and family. I have a passion for training in martial arts which I have done since being six years of age. I also enjoy spending my spare time building up my game design portfolio to continue improving my skills in this specialist field whilst enjoying the creativity this allows me to express.

Work Experience

Sony- QA Functional Tester

February 2020 - February 2021

- Working within a Professional environment, I was able to manage a hectic and ever changing environment due to constant game developer updates.
- Having a keen eye for detail is critical, due to having to go through various games that are currently under development, one of my key responsibilities was to identify any issues that would vary in size and severity, which I would then immediately document through a reporting process using clear and concise steps for the developers to follow.
- Throughout my experience working at Sony I have been able to work with teams of various sizes and shown a high level of communication throughout the project with both developers and testers to make sure everything is running smoothly.
- During my time with Sony I was required to work un-supervised from home due to the Covid restrictions. Due to my self motivation and being able to work under my own initiative, I was able to keep up the high standard of work that would of been expected in the office. Like many this was a new experience for me, and one that I thrived within.

KEY SKILLS

- Exceptional Communication Skills
- Excellent Time Management
- Complex Problem Solving
- Teamwork
- Able to work under my own initiative
- Ability to Work Under Pressure
- Excellent time keeping
- 3d modeling
- Proficient in MS Office
- Word
- Excell
- Powerpoint
- Photoshop and graphics design
- Beginner c++
- Unreal 4 - Blueprints

Education

University of Central Lancashire, Lancashire, England -
Masters - Games Design Merit

As I enjoyed being able to work under my own initiative. I was able to remain a valuable member of the QA team by taking an active role with the daily conference calls and meetings via Teams.

- During my time with Sony, I have greatly valued the opportunity to build on my personal development, industry experience and an opportunity to now go onto another game developer to continue my personal growth, in both experience and expertise.

University of Central Lancashire, Lancashire, England - Bachelors of Arts with Honours - Games Design 2:1

September 2014 - June 2017

Keoghs - Paralegal

May 2019 - February 2020

- Working within a Profession environment, having to manage my workload and time very efficiently and effectively.
- Looking through files to see what needs to be done as well as looking for any errors requiring attention to detail.
- Throughout my experience working at keoghs i have learned how to function in a professional, high paced office. As well as improving my attention to detail and my overall time management.
- I am able to multitask and adapt within a changing environment.

Tameside College, Ashton under lyne - BTEC Level 3 Games Design - Distinction

September 2012 - June 2014

Burger King - Till assistant / customer service

August 2018 to November 2018

- Worked within a fast paced customer facing service role taking orders on the electronic tills
- Demonstrated my ability to comfortably handle pressure by managing large amounts of customers all expecting to be served quickly and efficiently
- Throughout my experience working at burger king i have needed to be a good people pleaser as well as knowing how to defuse certain situations and how to deal with a variety of customer personalities

References

Jim Thompson; (Head of Masters of Games design)
IRThompson1@uclan.ac.uk 01772892400

Work experience continued..

Get staffed - Barman / Customer services

December 2017 - May 2019

- I work events and festivals when required. I use my excellent communication skills and experience to deal with all situations including dealing with highly intoxicated customers.
- Having the ability to manage large groups of people all demanding your attention to be served.
- Taking large orders at one time and managing customers expectations.
- Having the ability to work under pressure
- Being a valued team member whilst working under my own initiative.

This experience I believe is great for me as it demonstrates my continued ability to manage my time and customers expectations whilst delivering a professional service.

HGS - Hinduja Global Solutions Preston, Helpdesk/Service desk

April 2017 to September 2017

- Working in a fast paced call center environment on a helpdesk
- Helping customers resolve their enquiries
- Managing customer expectations
- Referring unresolved customer grievances to designated departments for further investigation.
- Speaking to with customers by telephone or in person to provide information about products or services and where applicable take or enter orders on to the internal computer system
- Account management including closing customer accounts when required