**Guy Sargent**

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**Games Designer**

–I graduated from the National Film and Television School with a Masters in Game Design.

– I was one of the three finalists at the 2021 BAFTA Student Award for Games and Immersive for my graduation project *CoVRt Operation*.

–My team won the 2019 Ukie game jam & came second in the 2020 Ukie student game jam.

**Games:**

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| **Network** | Unity Developer | Mar - Sep 2021 |
| A VR interactive experience for the Quest 2. | | |
| **Don’t Feed the Pigeons VR** | VR consultant & Programmer | Mar - Aug 2021 |
| A VR animation for the Quest 2. | | |
| **CoVRt Operation** | Game Director, Designer & Programmer | Feb-Jan 2020-1 |
| A VR goofy heist adventure game. Finalist for the 2021 Student BAFTAs. | | |
| **Scrambled** | Lead Designer & Project Leader | Nov 2020 |
| A 2-4 player local co-op PC game. Won 2nd place in the 2020 Ukie Game Jam . | | |
| **Skylark** | Co-Designer & Programmer | Oct-Dec 2019 |
| A narrative puzzle game for PC. | | |
| **Extinction Crabellion** | Lead Designer | Nov 2019 |
| A 2-4 player local co-op PC game. Won 1st place in the 2019 Ukie Game Jam. | | |
| **Grand Theft Nigel** | Sole Designer & Programmer | Sep 2019 |
| An interactive VR comedy. | | |
| **Robo-Redbeard’s Treasure Hunt** | Sole Designer & Programmer | Jun-Jul 2019 |
| An AR treasure hunting tablet app game for children. | | |
| **Colour Bash** | Sole Designer & Programmer | May 2019 |
| An arcade game for PC. | | |
| **Collapse** | Project Lead & Designer | Feb-April 2019 |
| A 1st person adventure game for PC. | | |

**Skills:**

* Proficient in Unity, Visual Studio (C#), FMOD, Maya and Photoshop.
* Strong analytical thinking and problem solving skills.
* An adaptive fast learner keen to try out and experiment with new techniques and hardware.
* The coding ability to rapidly prototype out ideas, test and debug them.
* Experience with VR development.
* Good written and verbal communication skills.

**Education / Previous Work:**

2019-2020 Masters in Games Design and Development at the National Film & Television School.

2016-2018 Worked in Assistant Directing and Locations department for film and TV, from  
small scale productions, to big budget blockbusters like Justice League & Aladdin.

2012-2015 BA (Hons) in Classics 2:1 at Durham University.