

HuwDavies_CriticalReview_CW1

by Huw Davies

Submission date: 03-Mar-2023 10:23AM (UTC+0000)

Submission ID: 198396090

File name: 24040_Huw_Davies_HuwDavies_CriticalReview_CW1_489603_1340101907.docx (34.6K)

Word count: 1896

Character count: 12894

Huw Davies 2000680

Critical review CW1

PDP

Huw Davies

Covering time period from: 07/02/23

To: 31/12/23

What do I want to learn or develop?	What will I do to achieve this?	What will my success criteria be?	What resources or support will I need?	Why do I want to achieve this?	When do I want to achieve this?
Improve my sleeping pattern	I will go to sleep before midnight	Go to sleep before midnight two times a week	Set an alarm to make sure I get up early	To make myself feel better and get more out of my day	I will achieve this by 14/02/23
Improve the number of times I go to the gym in a week	I will go to the gym more times a week than I do now and create a routine for what days I will go	Go to the gym a minimum of three times a week for an hour	I will need to get a gym membership at a local gym https://www.thegymgroup.com/find-a-gym/swansea-gyms/swansea/	To make myself feel better and improve my health	I will achieve this by 24/02/23
Write dissertation	I will aim to write a minimum of 250 words per week	If I have written 250 words on my dissertation that week	I will need access to Microsoft word and the research that I have previously done	It will help me manage my time and make sure I keep working on my dissertation throughout the term	I will achieve this by 07/04/23
Learn more about unreal engine	I will find tutorials about areas	I will create something from scratch	I will need unreal engine tutorials. Lighting in UE5 https://www.youtube.com/watch?v=fSbBsXbjxPo	It will help me improve my skills and help me	I will achieve this by 07/04/23

Huw Davies 2000680

	in unreal I want to improve	with only the help of the tutorials	https://www.youtube.com/watch?v=Puz-CsjdkLU https://www.youtube.com/watch?v=-w_Y7GvrHU4 https://www.youtube.com/watch?v=EV0Hm0N3qYY	get a job in my chosen field	
Research three potential studios to apply for after I graduate	I will do google searches to find studios to apply for	To have found at least three studios to apply for	I will need to look at the studio's website. https://www.walesinteractive.com/careers https://www.anti-mattergames.com/jobs https://careers.rebellion.com/#/job/ https://ea.gr8people.com/jobs https://www.ttgames.com/careers/	It will help me get a job after I graduate as I will have a list of contacts	I will achieve this by 14/02/23
Learn Welsh	I will try to learn one new phrase a week	Be able to hold a conversation in Welsh	A language learning app like Duolingo https://www.duolingo.com/	It will help me as knowing Welsh will open opportunities otherwise not available to me	I will achieve this by 31/12/23

Huw Davies 2000680

Job applications

<u>Name and address of company</u>	<u>Position applied for (URL)</u>	<u>Closing date</u>	<u>Applied</u>	<u>response</u>	<u>interview</u>
Rebellion studios Riverside House, Osney Mead, OXFORD, OX2 0ES	graduate game designer- https://careers.rebellion.com/#/job/CFA49DEA66 I am interested in working on productions such as the Sniper Elite series that I play.	Not shown	No	No	No
Full fat Sovereign House, 12 Warwick Street, Coventry, CV5 6ET	game designer- https://www.fullfat.com/gd/ I am interested in working on productions similar to spore which I used to play growing up.	Not shown	No	No	No
Playground games Portland Street Leamington Spa CV32 5EZ	game designer(contract)- https://playground-games.com/careers/ovb8jfwR/ I am interested in working on productions such as the forza series	Not shown	No	No	No
Hello games 1st Floor, Dolphin House, 3 North Street Guildford	Game designer- https://hellogames.org/jobs/designer/ I am interested in working on productions such as No Mans Sky.	Not shown	No	No	No
Rare LTD Manor Park	Game design (speculative)	Not shown	No	No	No

Huw Davies 2000680

Twycross, Warwickshire CV9 3QN	https://www.rare.co.uk/careers/speculative-application-design I am interested in working on productions such as Sea of thieves.				
Hanger 13 Brighton UK	Level designer- https://hangar13games.com/jobs-gaming/wr-level-designer-missions/ I am interested in working on the Mafia series	Not shown	No	No	No
TT games Canute Court Toft Road Knutsford, Cheshire, WA16 0NL	Level designer- https://careers.wbd.com/global/en/job/R000044952/Level-Designer I am interested in working on Lego game like the ones I played growing up	Not shown	No	No	No
Bulkhead games (open application) Colyear St Derby, Derbyshire DE1 1LA	open application- https://careers.bulkhead.com/jobs/1928491-open-application I am interested in working on productions such as The Turing Test	Not shown	No	No	No

Huw Davies 2000680

List of companies

<u>Name and address of company</u>	<u>Company website</u>	<u>Contact details</u>	<u>Point of contact</u>
rebellion studios Riverside House, Osney Mead, OXFORD, OX2 0ES	Rebellion : Careers I am interested in working on productions such as the Sniper Elite series that I play.	https://rebellion.com/contact/	Human resources
antimatter Games Vivian House, Newham Rd, Truro TR1 2DP	https://www.antimattergames.com/careers/ I am interested in working on projects such as the killing floor series.	bizdev@antimattergames.com	Human resources
EA Sports Birmingham UK	https://www.ea.com/ea-studios/ea-sports/job-opportunities/roles/game-design I am interested in working on projects such FIFA (EA sports FC) and F1.	Unable to find	Unable to find
WALES INTERACTIVE STUDIO Tec Marina, Terra Nova Way, Penarth, South Glamorgan, Wales, UK. CF64 1SA	https://www.walesinteractive.com/careers I am interested in working in the games industry in Wales	https://www.walesinteractive.com/contact	Human resources
Team 17 The Quays, Salford, UK	https://apply.workable.com/team-17-digital/#jobs I am interested in working on productions such as The Escapists series	team-17-digital@jobs.workablemail.com	Job enquiries

Huw Davies 2000680

Insomniac games 7806 NC Highway 751 Suite 300 Durham, NC 27713	https://insomniac.games/careers/ I am interested o working on projects such as Marvels Spiderman and Ratchet and Clank	https://insomniac.games/careers/ (contact HR form at bottom of page)	Human resources
Full fat Sovereign House, 12 Warwick Street, Coventry, CV5 6ET	http://rs1.full-fat.com/jobs/ I am interested in working on productions similar to spore which I used to play growing up.	jobs@full-fat.com	Job enquiries
Steel city interactive 19 Carbrook Hall Road, Sheffield	https://www.steelcityinteractive.co.uk/careers I am interested in working on sports game such as Undisputed.	https://www.steelcityinteractive.co.uk/contact	Human resources
Hello Games, 1st Floor, Dolphin House, 3 North Street Guildford	https://hellogames.org/join-us/ I am interested in working on productions such as No Mans Sky.	jobs@hellogames.co.uk	Job enquiries
Ubisoft 3rd Floor Ranger House Walnut Tree Close Guildford GU1 4UL	https://www.ubisoft.com/en- us/company/careers/interns-graduates I am interested in working on projects such as the Assassin's Creed series	https://www.ubisoft.com/en- us/company/contact-us/careers	Human resources
Sumo Sheffield Unit 32 Jessops Riverside 800 Brightside Lane, Sheffield, S9 2RX	https://sheffield.sumo- digital.com/careers?page=2#jobs I am interested in working on projects such as Sackboy adventures	https://sheffield.sumo-digital.com/contact	Human resources

Huw Davies 2000680

Avalanche studios Liverpool UK	https://avalanchestudios.com/careers I am interested in working on projects such as Rage 2	info@avalanchestudios.se	Human resources
Rare LTD Manor Park Twycross, Warwickshire CV9 3QN	https://www.rare.co.uk/careers/speculative-application-design I am interested in working on productions such as Sea of thieves.	https://www.rare.co.uk/contact	Human resources
Riot games Los Angeles, CA	https://www.riotgames.com/en/work-with-us I am interested in working on projects such as Valorant and league of legends.	Unable to find	Unable to find
Bulkhead (open application) Colyear St Derby, Derbyshire DE1 1LA	https://careers.bulkhead.com/jobs/1928491-open-application I am interested in working on productions such as The Turing Test	HR@bulkhead.com	Human resources
Sledgehammer games Guildford UK	https://www.sledgehammergames.com/ I am interested in working on the Call of Duty series	info@sledgehammergames.com	Human resources
Frontier Games Frontier Developments plc 26 Science Park Milton Road Cambridge CB4 0FP	https://careers.frontier.co.uk/jobs I am interested on working on projects such as F1 Manger 2022	query@frontier.co.uk	Human Resources

Huw Davies 2000680

Cover letter

Huw Davies

Cwmtawe Farm, Ynys Uchaf, Ystradgynlais, Swansea, SA9 1RH, 07926081052
HuwDavies559@gmail.com

Joseph N,
Recruiter,
Rebellion,
Riverside House,
Osney Mead,
OXFORD,
OX2 0ES

Dear Joseph N,

My name is Huw Davies and I am currently in my final year studying game design at UWTSU. I found your advertisement for your graduate game designer job while browsing the career section of your website.

During my time at university, I have been involved in creating clear and concise design documentation both in groups and on my own, with the intention to create a working game or present my game idea. I have been involved in multiple group projects with the end goal of creating working game demos and during these projects, I have been able to show my communication skills. Clear communication and teamwork during these projects was a driving force for how they turned out and I believe that these skills which I improved during these projects will help me excel at Rebellion.

I have 3 years' experience using the Unreal Engine which has allowed me to develop my skills with industry standard software. Another project that has allowed me to fully explore my skills with the unreal engine is my final project, in which I have been able to create fully working portals and a variety of puzzles. I believe that these technical skills will help me in this position.

During my final project I have been able to demonstrate my problem-solving skills as I have encountered challenges with some of the work that I have been doing in the Unreal Engine. I have been able to find solutions thanks to my problem-solving skills. I believe these skills will really help me in this position as it demonstrates my ability to problem solve.

I also have experience working at a local tourist attraction where my role is to talk to and direct the public on where to go and answer any questions that they may have. I believe that this also demonstrates my communication and problem-solving skills as I can effectively communicate with customers and solve any problems that they may have.

Thank you for considering my application. If you have any further questions, feel free to contact me through my email HuwDavies559@gmail.com. Hope to hear from you soon.

Yours sincerely,

Huw Davies

Huw Davies 2000680

Bibliography

- "The gym group Swansea," *Swansea 24hr Gym*. [Online]. Available: <https://www.thegymgroup.com/find-a-gym/swansea-gyms/swansea/>. [Accessed: 02-Mar-2023].
- "Lighting in Unreal engine 5 for Beginners," *YouTube*, 10-Jun-2022. [Online]. Available: <https://www.youtube.com/watch?v=fSbBsXbixPo>. [Accessed: 02-Mar-2023].
- "How to create a day night cycle in Unreal engine 5 (tutorial)," *YouTube*, 17-Jun-2022. [Online]. Available: <https://www.youtube.com/watch?v=Puz-CsJdkLU>. [Accessed: 02-Mar-2023].
- "How to create superhot style movement | time moves when you move - unreal engine 4/5 tutorial," *YouTube*, 28-Aug-2022. [Online]. Available: https://www.youtube.com/watch?v=w_Y7GvrHU4. [Accessed: 02-Mar-2023].
- "How to have the real world sun position in Unreal engine 5 (tutorial)," *YouTube*, 11-Jul-2022. [Online]. Available: <https://www.youtube.com/watch?v=EV0Hm0N3qYY>. [Accessed: 02-Mar-2023].
- "Careers," *Wales Interactive*. [Online]. Available: <https://www.walesinteractive.com/careers>. [Accessed: 02-Mar-2023].
- "Jobs | antimatter games." [Online]. Available: <https://www.antimattergames.com/jobs/>. [Accessed: 02-Mar-2023].
- "Careers," *Rebellion*. [Online]. Available: <https://careers.rebellion.com/#/job/>. [Accessed: 02-Mar-2023].
- Search Careers at Electronic Arts*. [Online]. Available: <https://ea.gr8people.com/jobs>. [Accessed: 02-Mar-2023].
- "Careers," *TT Games*. [Online]. Available: <https://www.ttgames.com/careers/>. [Accessed: 02-Mar-2023].
- "Learn a language for free," *Duolingo*. [Online]. Available: <https://www.duolingo.com/>. [Accessed: 02-Mar-2023].
- "Careers," *Rebellion*. [Online]. Available: <https://careers.rebellion.com/#/job/CF4A9DEA66>. [Accessed: 02-Mar-2023].
- "Game designer - full fat," *Full Fat - Full Fat Games*, 21-Nov-2018. [Online]. Available: <https://www.fullfat.com/gd/>. [Accessed: 02-Mar-2023].
- "Game designer - contract," *Playground Games*, 23-Mar-2021. [Online]. Available: <https://playground-games.com/careers/ovb8jfwR/>. [Accessed: 02-Mar-2023].
- "Designer," *Hello Games*. [Online]. Available: <https://hellogames.org/jobs/designer/>. [Accessed: 02-Mar-2023].

Huw Davies 2000680

- "Speculative applications: Design," *Welcome to Rare*. [Online]. Available: <https://www.rare.co.uk/careers/speculative-application-design>. [Accessed: 02-Mar-2023].
- Level Designer (Missions) | Hangar 13 Games, "Level designer (missions)," *Hangar 13 Games*. [Online]. Available: <https://hangar13games.com/jobs-gaming/wr-level-designer-missions/>. [Accessed: 02-Mar-2023].
- "Level designer in Knutsford, United Kingdom: Game development at TT games," *WarnerMedia*. [Online]. Available: <https://careers.wbd.com/global/en/job/R000044952/Level-Designer>. [Accessed: 02-Mar-2023].
- "Open application," *BULKHEAD*, 21-Jul-2022. [Online]. Available: <https://careers.bulkhead.com/jobs/1928491-open-application>. [Accessed: 02-Mar-2023].
- "Find out about EA sports job opportunities - electronic arts." [Online]. Available: <https://www.ea.com/ea-studios/ea-sports/job-opportunities/roles/game-design>. [Accessed: 02-Mar-2023].
- "Team 17 Digital," *Workable*. [Online]. Available: <https://apply.workable.com/team-17-digital/#jobs>. [Accessed: 02-Mar-2023].
- "Careers," *Insomniac Games*. [Online]. Available: <https://insomniac.games/careers/>. [Accessed: 02-Mar-2023].
- "Careers: Steel city interactive," *Steel City Interactive*. [Online]. Available: <https://www.steelcityinteractive.co.uk/careers>. [Accessed: 02-Mar-2023].
- "Interns & Graduates," *Ubisoft*. [Online]. Available: <https://www.ubisoft.com/en-us/company/careers/interns-graduates>. [Accessed: 02-Mar-2023].
- Careers*. [Online]. Available: <https://sheffield.sumo-digital.com/careers?page=2#jobs>. [Accessed: 02-Mar-2023].
- "Work with US - Avalanche Studios Group," *Work With Us - Avalanche Studios Group*. [Online]. Available: <https://avalanchestudios.com/careers>. [Accessed: 02-Mar-2023].
- "Work with us," *Riot Games*. [Online]. Available: <https://www.riotgames.com/en/work-with-us>. [Accessed: 02-Mar-2023].
- Sledgehammer Games*. [Online]. Available: <https://www.sledgehammergames.com/>. [Accessed: 02-Mar-2023].
- "Careers," *Frontier Developments*. [Online]. Available: <https://careers.frontier.co.uk/jobs>. [Accessed: 02-Mar-2023].
- "How to write a cover letter," *Cover letters | National Careers Service*. [Online]. Available: <https://nationalcareers.service.gov.uk/careers-advice/covering-letter>. [Accessed: 02-Mar-2023].

FINAL GRADE

70/100

GENERAL COMMENTS

Instructor

1. Engagement With Literature Skills (71%)

Research has been conducted and evidenced with a range of sources in the document, including within the PDP, database and a separate Bibliography – good work. This is presented in IEEE format and covers a range of topics including job searches, tutorials for self-development and subjects like gym memberships for wellbeing.

2. Knowledge & Understanding Skills (71%)

A very good understanding of the purpose of the three documents requested by the assessment brief has been demonstrated in the submitted work. The content produced goes beyond the minimum requirements set by the brief – this is good as the more effort you put into these documents the more they may be likely to help you going forward. Good work.

3.Cognitive & Intellectual Skills (68%)

The PDP shows a good range of tasks covering academic, personal and professional topics. Evidence of analytical and critical thinking can be seen in the document where you are looking at the benefits of performing or completing these tasks.

4. Practical Application Skills (72%)

The database for companies / jobs is clear and easy to read, with motivation/reasons given for your reasons for applying – this is good to see. Additionally you have sought out contact details as well as company websites or job listings – these should be useful for speculative applications as well as applying for advertised positions. The more information you have, the easier it will be to apply to these companies, which will hopefully build your confidence and experience.

The cover letter reads a lot better now following the feedback – you’ve made some good alterations and hopefully this will help you with your future applications. You’ve mentioned both ‘soft’ and ‘hard’ skills in the main text of the letter, which is good as these are essential when composing this kind of document. Going forward, you could compose two more versions of this cover letter to the companies you want to work for the most – this may help you hit your PDP target of applying for three companies after you graduate (I’d apply for more than three, but pick the top ones for this exercise).

5. Transferrable Skills for Life and Professional Practice (67%)

The documentation has been composed well – it is clear and accessible with its information. The submitted work has been

successfully completed to the requirements of the brief and delivered to Turnitin before the specified deadline date.

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11
