

L6 - Critical Review - Leam Jenkins 1702822

by Leam Jenkins

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Development plan

Name:	Leam Jenkins	Student Number:	1702822
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What do I want/need to learn or develop?	What will I do to achieve this?	What resources or support will I need?	What will my success criteria Be?	Target Dates for review and completion
More experience of modelling programs.	Work on more of these programs.	Online tutorials	Be able to use Unity and not just unreal engines.	April 2023
VR hands sign language	VR hand controller improvements.	Online tutorials	Be able to develop BSL basic communication.	May 2023
World experiences more details.	More details: blender created trees and bushes, grass, stone, rocks.	Youtube video	Create a more realistic world for my game.	April 2023
Beast and mobs, even more etc.	More work on blender software in time experience.	Online tutorials	More characters in my game	May 2023
Textures and photoshop	More photoshop and snap photos into more better image	Online tutorials	Using online tools to support my research.	May 2023
Coding experience	More knowledge on coding.	Online tutorials and video	If I know how to do coding faster, I can do it in the future.	May 2023

Cover Letter CV

Dear Clockwork Pixels LTD,

With my background in Games Design and extensive knowledge in Art and Photography I am keen to use my creative skills in a practical way. As a deaf person I know how important it is to get across a visual message and I would like to learn more about how TV drama is made in a practical way. I am very hard working and I am always looking to learn new skills. I am particularly interested in the training opportunity for either the camera work which links to my photography skills or the art which links to my 2D and 3D skills. I would like the opportunity to show people that being deaf does not stop you making a contribution. I hope that you will consider my application.

I am a very creative person and I enjoy all types of Art. I am particularly interested in drawing and graphics. I have an eye for detail and I like to focus on producing a good end product.

I like using computer games and I'm interested in developing my techniques and practical skills to work in the area of graphic design.

I enjoy spending time with my family and I have lots of friends in both the hearing and deaf community.

It is very important to me that I help people around me to become more Deaf aware and I have been involved in teaching sign language to both secondary age children and adults. In May 2017 I successfully applied for funding from the National Deaf Children's Society to access training as a sign language tutor. This made it possible for me to develop my skills in preparing materials and running sign language classes. In addition I made an educational film for WJEC to teach fingerspelling to pupils as part of the Welsh Baccalaureate as I feel that this is an important skill for everyone to have. This film is available nationally.

I enjoy working as part of a team and I am committed to finding a job that will enable me to make the most of my skills and to make a valuable contribution to the community.

I have learned new coding skills which I quite enjoy, but I find it hard to master and I am still trying to find simple tutorials to support me on my journey.

I have always struggled by managing time and being responsible as an independent student working up to tasks. To improve this, I will be managing myself some time to plan what to do with my projects and do it every week. If I haven't done it by the end of Friday, then I can use the weekend to finish off the rest of the tasks I need to do. I can use the weekend as well, by managing and checking everything I need to do before starting new tasks and plans for next week.

I feel like I'm doing well on my project's and all I need to do is more modelling and other details linked to my BSL character. I have really enjoyed doing UV painting projects. Other things that need to be done will be models on blender, with my aim being to create the Deaf character using BSL.

I have done a lot of projects linking on using photoshop and illustrator to support any of the projects such as game landlaps for urban or rural lands. I can expand this on

by experimenting with shadows for specific areas and realism looking style. This is one of my strongest areas that I can use to support my Major Project currently linking with Maya and Blender. From many years throughout my life, I have always been good at sketching and drawing from faces, body, character expression and many more like buildings and lands.

Sincerely,
Leam Jenkins

Companies that interest me;

I'm interested in jobs such as 505 Games, ConcernedApe. This is because their company designs lots of games such as survival style, the kind of game which interests me the most. 505 Games is based all over the world where gamers and designers come together to see behind the content scene and exclusive game. ConcernedApe is founded by Stardew Valleys and based in America. They focus a lot of art, sound effects and music links to their concept game.

[505 Games » 505 Games Creator Circle](#)

[ConcernedApe - Stardew Valley Wiki](#)

Jobs that are base in Uk that I have looks at;

- **POLYGRAMMATIC LIMITED**

is a *Games Company* based in *Lincolnshire*. They are a *Private limited company*, trading for 7 years, 6 months and 10 days from 28 Aug 2015.
Phone: [08519488](tel:08519488)

- **CLOCKWORK PIXELS LTD**

Based in Brighton, UK. Skatonic Studios is a small independent development studio dedicated to making simulation strategy games for PC/Mac.
Phone: [08519488](tel:08519488)

- **D'AVEKKI STUDIOS LIMITED**

is a *Games Company* based in *Cambridgeshire CC*. They are a *Private limited company*, trading for 19 years, 3 months and 1 days from 9 Dec 2003.
Phone: [04989192](tel:04989192)

- **LAWRIE'S GAMES LIMITED**

is a *Games Company* based in *Breckland and South Norfolk*. They are a *Private limited company*, trading for 8 years, 8 months and 8 days from 2 July 2014.

Phone: [09113456](tel:09113456)

- **ATTRACT MODE LTD**

is a *Games Company* based in *Lincolnshire*. They are a *Private limited company*, trading for 4 years, 9 months and 6 days from 4 June 2018.

Phone: [11394934](tel:11394934)

My goal is to work for these companies as a model designer

All of these jobs are not in my local area, but I would be willing to relocate if the job suited my needs and was the right fit for both me and the company.

University: BA/Games Design

[Full CV Template](#)

Leam Jenkins

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New Cut Swansea, SA1 2EA

Personal Information

Date of Birth: 15/5/99

Address : 8 Treharne Road, Barry, CF63 1QY

EDUCATION

A Levels June 2017

Art: C

Photography: C

Welsh Baccalaureate (Enterprise Challenge, Individual Investigation) C

As level June 2016

Art: C

Photography: C

Welsh Baccalaureate Community Challenge module C

GCSEs June 2015

Mathematics: C

English: entry level 2

Art: B

BTEC Science pass (equivalent to C)

ICT: C

Catering D
Welsh Bacc: pass
Electrical Installations (Cardiff and Vale College course) BTEC Level 2 : Merit

WORK EXPERIENCE

Bakery assistant

March 2014-April 2014
Tesco Supermarket
Barry

Responsibilities:

My duties included shelf filling, recording stock and checking for any breakages in packaging of breads and other bakery items. I was responsible for presentation and making sure all items were within their sell by dates. I also had to help customers, if needed.

Skills

- Good communication skills in both English and British Sign Language
- IT skills - experience of working with PC and Mac computers. Able to use a range of software (Word, Excel, Database)
- Experience of using CAD and CAM
- Photography skills including use of Photoshop
- Skills with Social media including editing
- Good team work skills
- Able to teach BSL and Deaf Awareness

Qualities

- Open and friendly
- Supportive of others
- Hard- working and motivated to succeed
- Excellent attendance and punctuality
- Loyal and trustworthy
- Creative

PERSONAL INTERESTS

I am a very creative person and I enjoy all types of Art. I am particularly interested in drawing and graphics. I have an eye for detail and I like to focus on producing a good end product.

I like using computer games and I'm interested in developing my techniques and practical skills to work in the area of graphic design.

I enjoy spending time with my family and I have lots of friends in both the hearing and deaf community.

It is very important to me that I help people around me to become more Deaf aware and I have been involved in teaching sign language to both secondary age children and adults. In May 2017 I successfully applied for funding from the National Deaf Children's Society to access training as a sign language tutor. This made it possible for me to develop my skills in preparing materials and running sign language classes. In addition I made an educational film for WJEC to teach fingerspelling to pupils as part of the Welsh Baccalaureate as I feel that this is an important skill for everyone to have. This film is available nationally.

I enjoy working as part of a team and I am committed to finding a job that will enable me to make the most of my skills and to make a valuable contribution to the community.

REFERENCES

References are available on request from:

Mrs J Morgan, Head of Hearing Resource Base, St Cyres School Penarth

With my background in Art and Photography I am keen to use my creative skills in a practical way. As a deaf person I know how important it is to get across a visual message and I would like to learn more about how TV drama is made in a practical way. I am very hard working and I am always looking to learn new skills. I am particularly interested in the training opportunity for either the camera work which links to my photography skills or the art which links to my 2D and 3D skills. I would like the opportunity to show people that being deaf does not stop you making a contribution. I hope that you will consider my application.

FINAL GRADE

56/100

GENERAL COMMENTS

Instructor

1. Engagement With Literature Skills (36%)

Some evidence of research has been conducted can be seen with the employment database info, though for more marks to be awarded it would be good to include a Bibliography to the assessment work (in IEEE format).

2. Knowledge & Understanding Skills (60%)

An appreciation of a cover letter and PDP has been evidenced in the work. I feel the employer's database could be expanded a little more, so you have more information to work with when looking for potential employers.

3.Cognitive & Intellectual Skills (62%)

The PDP evidences some critical thinking skills when analysing success criteria and how to achieve goals that have been set. This could be explored a little further, with additional resources and information that might help you get closer to achieving your goals.

4.Practical Application Skills (57%)

The PDP is clear and well structured, following a SMART goals approach. There could be more detail included here which might

help – in particular providing links to resources and tutorials for Blender, coding in general, and VR – this would become the foundation for your work when you decide to tackle these goals.

The cover letter is good and talks about your skills and achievements. I would consider editing this slightly so it fits on a single page – if the letter is too long there is a risk of employers not reading the whole thing. We want to be concise and deliver a good first impression quickly.

The employer database could be presented in a table like the PDP – this way you can keep track of the information and add more companies to the list when you find them. This could become a useful tool when looking at where to apply for jobs in future (remember, you can apply for a company more than once).

5. Transferrable Skills for Life and Professional Practice (57%)

The work is clear and easy to understand – this could be enhanced with the inclusion of a title page, bibliography, and separate pages for each task, as doing this could increase the marks awarded for professionalism.

