

Portfolio Samuel Llewellyn

2403902

by Sam Llewellyn

Submission date: 19-Jan-2026 12:26AM (UTC+0000)

Submission ID: 273674356

File name: 65067_Sam_Llewellyn_Portfolio_Samuel_Llewellyn_2403902_718541_1415327162.docx (2.53M)

Word count: 21

Character count: 145

Samuel Llewellyn (2403902)

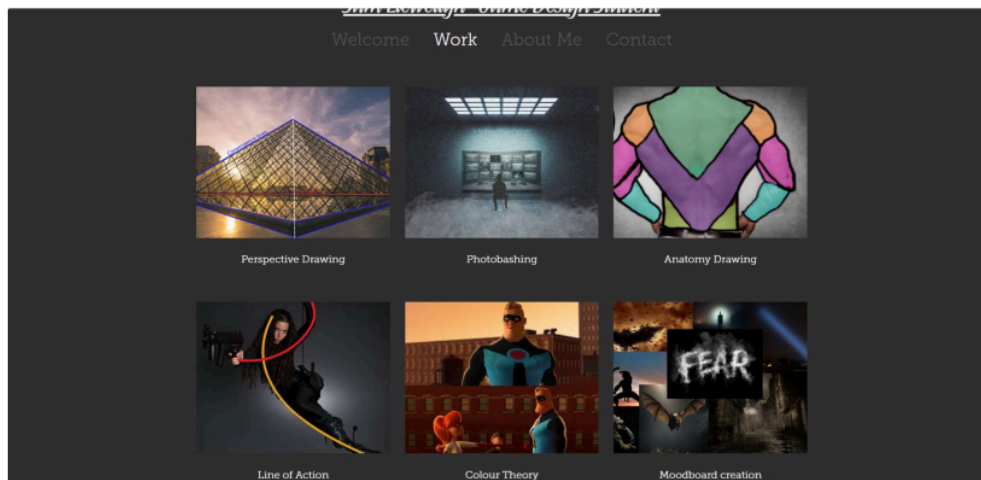
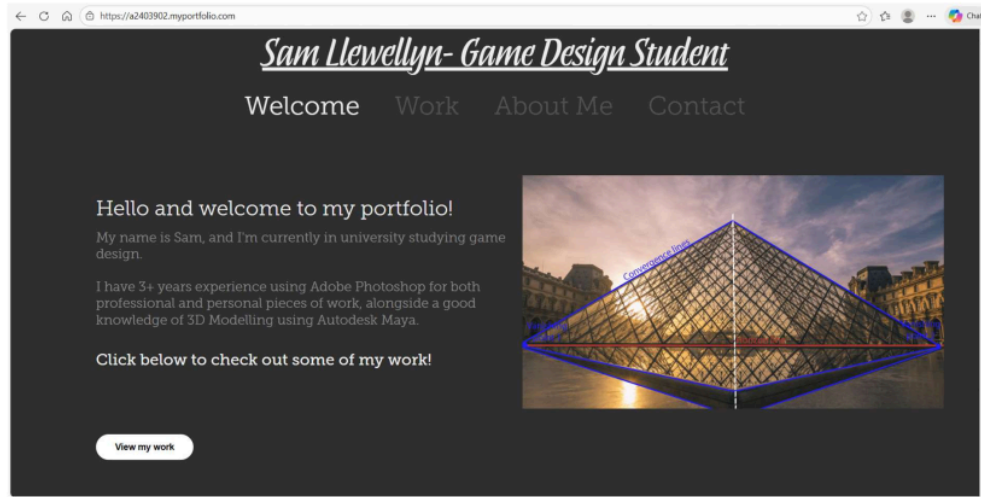
BA Computer Games Design

Visual Studies

Portfolio of work

Hand in date- 19th January 2026

Portfolio link: <https://a2403902.myportfolio.com>



Sam Llewellyn- Game Design Student

[Welcome](#) [Work](#) [About Me](#) [Contact](#)

Hi!

My name's Sam, I'm a video game design student from Swansea and I'm 21 years old.

To keep it simple, I live for games. They've played a massive part in the laughs and memories created during my upbringing, creating memories with friends and family that will last a lifetime. Therefore in return I want to take everything I've learnt and give back to the next generations to come!

I have experience in using design software such as Adobe Photoshop, as well as a good knowledge of 3D Modelling software like Autodesk Maya.

Any requests feel free to reach out to me using any of the platforms below!



FINAL GRADE

67 / 100

GENERAL COMMENTS

CW1: 68%

CW2: 66%

Overall: 67%

This submission demonstrates a good understanding of key concepts and their application, with clear evidence of developing practical skills across the work. The portfolio shows a solid grasp of visual principles, and ideas are generally applied with thought and consistency. However, the presentation lacks a degree of confidence, which impacts the overall communication of the work.

Further attention to layout, clarity, and the way ideas are showcased would help strengthen the impact and professionalism of the submission.

Moving forward, building confidence in presentation alongside continued development of practical skills will support a more assured and higher-quality outcome.