

Personal Portfolio Development

(ACCA6033)

Your Exit Strategy: Personal Promotional Material

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Part 1: Employers Database

Screenshot of database in excel:

Employer or University:	Typical type of work / Course:	Advertised job / Requirements:	Contact details:	Reason for interest:
R.I.B.-KOTI Ltd, Church Bank Industrial Estate, Llandoverly, SA20 0DT	Industrial brush manufacturing. Machine operation. Inventory management.	N/A	Email: info@rib-uk.co.uk Tel: +44 (0)155 072 0077 Old contacts: s[redacted]@rib-uk.co.uk g[redacted]@rib-uk.co.uk	I worked here for a year and a half before university, would be happy working here part-time while developing my own game to publish.
Schools in the Dumfries area.	Teaching assistant.	N/A	N/A	My dad works here and has offered to give a recommendation. A part-time position would allow me to continue developing my game.
Rockstar North, Barclay House, 108 Holyrood Rd, Edinburgh EH8 8AS	Texture artist.	Artist: Liveries	Via their website. (unfortunately no direct email is given) From google: 01382314380	These are both excellent entry points into the industry, and both areas I have some experience in.
Rockstar Dundee, 1, Vision Building, 20 Greenmarket, Dundee DD1 4QB	Assist with bug tracking, inter-team communications, shadow senior team members at meetings, gather and format playtesting feedback.	Development Support.	Via their website. (unfortunately no direct email is given)	
4J Studios Camperdown St, Dundee DD1 3HY	Software Development (C++, C# or Java).	Graduate/Junior Software Developer	Via their website. (unfortunately no direct email is given)	Would be an opportunity to further develop my Java or C++/C# skills and keep my creative energy focussed on my own game.
Blazing Griffin The Schoolhouse, 101 Portman St, Glasgow G41 1EJ, UK	Design multiplayer mini-games. Maintain game design documents.	Designer (Games)	hadmin@blazinggriffin.com	With my experience developing multiplayer games I would have a higher chance of getting this position.
	Assist in the design, development and maintenance of in-house tools.	Graduate/Junior Tools Programmer (Games)		With software skills and the role being advertised as a graduate opportunity this is a valid option.
	Conduct and document QA tests. Develop test plans.	QA Tester (Games)		With experience at DAQA this option would also be likely.
Heriot Watt University, Edinburgh, Scotland UK EH14 4AS	Master of Design Games Design and Development. (MDes) 1 year full time.	2:2 honours in a subject area which includes university level mathematics and programming, games experience valuable but not required. Would have to get in on interview basis - I probably have the code and math skills required.	Admissions Office: studywithus@hw.ac.uk	This is an option for September 2026 after trying to publish my own game. This masters is good because the university is well rated, the course in question is taught by four game designers, and students have access to the university game studio.
Abertay University, Bell Street, Dundee DD1 1HG UK	Professional Masters in Games Development. (MProf) 1 year full time.	2:1 honors degree in Art, Code, Design, Game Production, Audio, or similar. Personal statement and Portfolio. (2:2 will be accepted if portfolio is good enough)	UCAS, Website chat, +44(0)1382 308000	This is an option for September 2026 after trying to publish my own game. This one is good because it covers a large range of specialties allowing students to study specific areas in detail.

Link to original excel file:

[job_database.xlsx](#)

Part 2: Showreel

Link to showreel on YouTube:

<https://youtu.be/UEQ0EvQiQAM>

Part 3: Business Card

Business card:



Link to full quality file:

[business card.psd](#)

Bibliography:

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