

## Contact Me

07879632992

toyeshane@gmail.com

Twitter : @toye\_shane

Portfolio : [www.shanetoye.com](http://www.shanetoye.com)

LinkedIn:

[www.linkedin.com/in/shane-toye](http://www.linkedin.com/in/shane-toye)

## About Me

I am a junior level designer and avid gamer with a strong passion for the future of games and how I can fit into it. I love crafting gameplay experiences and working together as part of a team to achieve a common goal. I pride myself on my strong interpersonal skills especially my ability to communicate with a dynamic range of disciplines.

Level design truly excites me to not only better myself but to create memorable experiences for the players.

## What can I bring to a team?

I will bring constant positive energy a can-do attitude. While I am excited to show my skills, I am eager to sharpen and learn new skills, workflows and techniques. Most importantly I want to help bring your next big vision to life by embracing what makes you Unique.

## Professional skills

Jira - Effectively manage team members by assigning tasks, priority, tags and establishing time effective sprints.

GitHub - Understanding of branches and safe practices

UE4 - Level design and scripting tools

Farcry level editor - created a level for Farcry 5

Professional standard of documentation of both GDD and LDD

Photoshop - making map and floor plans, images and icons, editing images for portfolio

# Shane Toye

## Junior level designer

### Games experience at University

#### Deathwing

Took an existing side scrolling platformer, framework and used level creation tools within UE4 to make a complete prototyped level.

#### SolarSailor

Worked as the lead designer on this top down overcooked inspired, space repair game. As lead, I oversaw four other designers, setting up tasks, monitoring progress, quality controlling work, communicating consistently as well as sometimes being the first port of call for the other departments.

#### HomeLands

Is a 3D platformer which is focused on level design. I oversaw the whole development as part of a Final Year Project. During this project I worked on movement systems, AI and traps to name a few. I really homed in on my level design skills and got 2nd place under level design in the Summer showcase.

### Education

(Undergraduate  
2017-present)

Staffordshire  
University

**Gameplay Design and Production BSc  
(Hons)**

**Grade: First-Class Honors**

Worked on a variety of projects both alone and in a team

2014 - 2017

Farnborough  
College of  
Technology

**Level 2 BTEC ICT Diploma**

**Level 3 BTEC Extended Diploma**

### Work experience

2020 - present

Halfords -  
Duty Manager

Assisting customers in store by providing expert knowledge of the products and services offered. Hitting weekly and monthly KPIs. Training new/existing members to utilize their strengths.

2015 - 2020  
(seasonal)

Sainsbury's -  
**Sales assistant**

(2013 - 2015)

KFC - **Team  
trainer**

Worked as part of a large team, providing answers, finding items, serving customers all while maintaining a high quality of service.

As well carrying out everyday duties, I was responsible for training and monitoring of new and current recruits. Being direct and honest about their progress.

### Hobbies and interests

- Reading books on level design
- Creating level designs
- Walking my dog
- Working out (staying healthy)
- Watching all sorts of media
- Architecture theory
- Currently playing Yakuza, AC, Valhalla, Doom Eternal, KIWF, Generation Zero Arkham Knight and Visage