



Curriculum Vitae KRISTIAN MANNING

ON A MISSION TO MAKE AWARD-WINNING GAMES

CONTACT



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TECHNIQUES

Level Construction,
Blueprint Scripting, Polygon
Modelling, UV Unwrapping,
Texturing, Skinning,
Basic Key Frame Animating,
Bug Finding/Reporting/Test Case Creation

SKILLS



HOBBIES



REFERENCES

Personal & academic references
available upon request.

PERSONAL PROFILE



Ever since I can remember, I've always been massively interested in the world of video games. As I became older I studied how games were created and explored within games engines and level construction, which led me to the realisation that this was exactly the career path I wanted.

To further this goal, I completed a Masters in Games Development at Teesside University, where I acquired the skills to give me the opportunity to work at the highest possible standard. I am a competent, confident, and an extremely hard-working person, who is determined and committed to any tasks or jobs set in front of me.

I'm an easy-to-approach person who puts maximum effort into all my work. I work well in all environments - whether working together with a team, or owning the responsibility of a challenge alone.

WORK EXPERIENCE

JULY 2023 - DECEMBER 2023

CONTENT DESIGNER | BUILD A ROCKET BOY

Roles: Designed mechanics and levels for Everywhere.



OCT 2022 - JULY 2023

SENIOR QA TESTER | CODEMASTERS SOFTWARE
SOUTHAM

Roles: Led a team of 10 functional testers on a variety of titles from Racing Sim to First Person Shooters Delegated tasks to team and created test cases for completion through different stages of development Entering bug reports into Jira software in a clear and concise manner.

JAN 2019 - OCT 2022

QA TECHNICIAN | CODEMASTERS SOFTWARE
SOUTHAM

Roles: Functional testing: Testing all aspects of the game for any issues/bugs that can occur. Completing task sheets that ensure specific elements of the game are working correctly. Entering bug reports into Jira software in a clear and concise manner.

OCT 2016 - DEC 2019

CUSTOMER SERVICE ADVISOR | MILLETS
MIDDLESBROUGH

Part time, study job. Providing excellent customer service to the public whenever needed, helping them with an problems or queries they might have on the products on offer. This particular role was also great for me as I got to meet new people of various types of back ground which helped me improve from a social perspective.

EDUCATION



2017 - 2018

MASTERS (MA: MERIT) | TEESSIDE UNIVERSITY, GAMES
DEVELOPMENT.

2014 - 2017

BA HONS (2:1) | TEESSIDE UNIVERSITY, MIDDLESBROUGH,
COMPUTER GAMES DESIGN.

2013 - 2014

BTEC (MMP) | NORTH WARWICKSHIRE & HINCKLEY COLLEGE, ART &
DESIGN.

2011 - 2013

FOUNDATION DIPLOMA (PASS) | NORTH WARWICKSHIRE & HINCKLEY