

Dean Hillary

Contact Details

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Personal statement

A confident and professional individual who thrives in challenging situations and has a thirst for gaining new knowledge and experiences. Easily adaptable in new situations/scenarios and works well under own initiative as well as when in part of a team. Able to follow instructions as well as delegate them clearly and concisely. Highly creative and motivated.

My interest in computers/technology came at an early age. I have always been fascinated at the beautiful and complex worlds that are brought to life on screen and my hunger to understand the inner workings of such worlds enabled me to be a very keen and enthusiastic student.

I took the Games Design Lead role at university which allowed me to co-ordinate 17 students to create a game together. I believe I was very proficient in this role and my ability to drive an idea forward and assign jobs to other team members was very effective. I am very approachable and if others find information difficult to digest, I can relay it more simply and concisely. By the end of this assignment we had produced a very pleasing little game.

During my studies I became particularly interested in creating blueprints and user interfaces in Unreal Engine 4. It is extremely satisfying to create different gaming systems and see them brought to life in game. My passion in this field led me to create a survival game template for my final year project. This involved creating complex mechanics such as an inventory system/crafting system/morality system/day and night cycle and a temperature system as well as designing the user interfaces to accompany them. It was a very ambitious project and I purposefully took myself out of my comfort zone in order to really test my abilities and excel in this area. I surpassed my own expectations and learnt so much along the way.

I am currently employed as a Senior QA Games Tester at Rockstar Games. I acquired the job straight out of university and I feel that my hard work really gave me the edge in securing my place. I was able to show first hand my knowledge and passion in the games industry and having now been there over 5 years I really think I have shown my worth.

I have learnt a great deal since I started at Rockstar. From how large studios work as one, to deploying new builds and bug reporting. From the various different departments involved, to the terminology used.

Q.A. unfortunately is very limited as to how much knowledge can be acquired from a design / development perspective which is where I am most passionate.

Rockstar is a great company to work for however, I constantly feel like something is missing. That something is creativity. I miss bringing things to life, such as game mechanics, user interfaces or environments and the stories they are built around. I also love the problem-solving side of things when scripting with blueprints in UE5. If something doesn't work first time, I make it my mission to find out why, learn from it and then apply what I have learned in a future project.

Working in Q.A. for many years has also taught me how things can go wrong which I think is a great tool to have in your arsenal. Knowing how things might break gives me a better perspective on how not to go about certain things in the first place.

To learn from likeminded people who share the same passion would truly be an amazing experience. One I would not take for granted and would put my heart and soul into to become the best I possibly can.

In my spare time I like to get in engine (Unreal Engine 5) and learn anything and everything I can. I think I am ready to take the next step in my career and become part of a development team. Learn, adapt, create and grow as an individual within the games industry. I believe with the right mentorship I can become a great asset to any team

Key Skills

- Computer literate.
- Leadership.
- Teamwork.
- Excellent communication, both written and verbal.
- Can adapt easily.
- Find it easy to learn new things.
- Problem solving.
- Ability to work well under pressure.
- Excellent organisation and time keeping.
- Always up to date with what's going on in the games industry.
- Experience in the following tools/programs:
 - Adobe Photoshop
 - Adobe Premiere
 - Autodesk 3ds Max
 - Autodesk Maya
 - Unreal Engine 4/5
 - Unity
 - Microsoft Office

Employment History

Senior QA Games Tester, Rockstar Games, Lincoln

(June 2017 – Current)

Achievements and responsibilities:

- Promoted to from Game Tester to QA Tester to Senior QA Tester.
- Managing teams and tasking.
- Creating documents to aid in day-to-day tasking.
- Installing and deploying new builds on various titles/platforms.
- Game playthroughs. Making sure all aspects of the game is working as intended.
- Bug reporting with any issues found.
- Checking documents (for example game manuals) for issues.
- Revisions.
- Regressions.
- Completing test plans and specific sweeps.
- Mentoring new starts.
- Handing over key information to other shifts.

Credited on the following titles:

- L.A. Noire: Remastered
 - *PS4 / Xbox One / Nintendo Switch*
- L.A. Noire: The VR Case Files
 - *PSVR / HTC Vive / Oculus Rift*
- Red Dead Redemption 2
 - *PS4 / Xbox One / PC / Google Stadia*
- Grand Theft Auto: The Trilogy – The Definitive Edition
 - *PS4 / PS5 / Xbox One / Xbox Series S & X / Switch / PC*

Customer Sales Assistant, Exelby Services, Coneygarth

(Feb 2015 – May 2017)

Achievements and responsibilities:

- Cash handling.
- Managing incoming phone calls.
- General cleaning.
- Replenishing and restocking the store, always ensuring high level of stock management efficiency.
- Was responsible for determining a customer's age when purchasing cigarettes/alcohol and other age related stock.

Education

Teesside University

(September 2013 – May 2017)

Qualification	Subject	Grade
BA (Hons) Degree	Computer Games Design	First-Class Honours Degree

Darlington College

(September 2011 – June 2013)

Qualification	Subject	Grades		
BTEC (Extended Diploma)	Computer Games Design	Distinction*	Distinction*	Distinction
	English	Level 2		
	Employability Skills	Level 2		

Hobbies & Interests

My obvious main hobby is gaming. From when I was younger, to now, games have come a long way. I feel I have followed the journey. Playing many different titles along the way and seen first hand how they have and keep evolving and pushing the envelope on what they are truly capable of.

Unreal Engine 4/5 – Blueprint scripting, U.I./U.X. design, Level Design etc.

I also like watching movies and T.V. Maybe because much like games they can have vast open worlds that you can lose yourself in.

References

References are available upon request.