

# SARAH CRAFTON

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<https://sarahcrafton.nuacomputerscience.co.uk/Blog/portfolio-projects/>

Flat 1 123 Thorpe Road, Norwich, NR1 1TR

## PROFILE

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I am a final year games development student looking for a graduate job in the industry. The part of games that interests me the most is the audio and how it interfaces with code to create a rounded experience.

## TECHNICAL SKILLS

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C++	Unreal Engine
JavaScript	Ableton Live 9/10
VB.Net	Max MSP
Python	Github

## GAMES INDUSTRY EXPERIENCE

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**PlayerThree** 2017  
*Summer Placement*

Initially, I spent a week at PlayerThree during Easter 2017, after that week I was invited back to complete a summer placement. During my placement, I worked as part of a team to deliver game concepts from industry briefs from external clients such as Disney and Cartoon Network. I liaised with developers to produce research, game art documentation and design levels that were subsequently implemented into a game. This gave me an insight into how to work well in a small team with people working in various roles.

## EDUCATION

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**Norwich University of the Arts** *September 2018 - present*  
BSc Computer Games Development.

**BSc1a (76%)** - Fundamentals of Games Development - an introduction to 2D games using JavaScript.

**BSc1b (74%)** - Concepts and Contexts - explains development processes and workflow, as well as beginning to use an engine (Phaser 3).

**BSc2a (68%)** - Experimentation and Application - moving into 3D with Unreal Engine/C++ and more advanced computer science/mathematical concepts.

**BSc2b (Pass)** - Collaboration - working cross-discipline in assigned groups with students studying 3D modelling, concept art and indie development. We worked to a brief over the course of 12 weeks - this module was changed to Pass/Fail due to COVID-19.

**BSc3a (68%)** - Research - self-negotiated research project on computer music and whether a group of participants could tell the difference between generated and human composed music.

**BSc3b (Current)** - Resolution and Career Development - focused on finding a specialism and developing a portfolio of work for entering the industry. Working collaboratively across disciplines to create a rhythm combat system for a RPG game slice using Unreal Engine 4 and WWise.

**Leyton Sixth Form College** *October 2017 - June 2018*

A level Computer Science	A
A level Maths	B
A level Further Maths	D

## EMPLOYMENT

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### Freelance Writer

Jan 2021 - Present

I write instructional articles for a website on a freelance basis about technical topics related to live streaming. The team is fully remote across the world, which has given me experience in working internationally to variable deadlines. I write to a brief that is given to me and perform research on the subject area to ensure that the information I present is factual.

### Norwich University of the Arts

March 2019

#### *Student Interview Assistant*

In my role, I assisted students who were visiting the university for their applicant interview day. My key responsibilities were helping them set-up their work, answering any questions they had and helping them stay on top of their nerves. I needed to listen to their needs and queries to ensure that I could be as helpful as possible. This allowed me to improve my communication skills, particularly with strangers who I needed to build a rapport with quickly.

### Scope, Loughton

January 2017 to October 2017

#### *Volunteer*

Every Sunday afternoon, I volunteered at Scope Loughton. There I took on many responsibilities, as we were always short on volunteers. During the day, I was in charge of keeping the shop floor tidy, helping customers with their queries and operating the till. Also, I performed the clothing audit so that we could accurately document the quantity of clothing we had on the shop floor to report back to head office. I assisted in closing the shop at the end of the day, as well as performing till checks to ensure that we had the correct balance.

## ACHIEVEMENTS

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I have participated in the Global Games Jam yearly since 2019 - each time working in a group with other students who have different skills to create a prototype game within a weekend.

I have voiced my year group's views and opinions for 3 years as an elected student representative, speaking with the Dean of faculty, course leaders and the Pro Vice-Chancellor. In these meetings I give feedback about course content, university facilities and student concerns. I take notes throughout the meeting and then inform my fellow students about what changes will be made as a result of their input.

In 2015 my school nominated me for the 'WISE Girl's Award 2015', due to my enthusiasm and passion for computer science, which I became a finalist for. Consequently, I had a formal dinner at the awards ceremony in London where I met the Princess Royal. I was the youngest nominee for an award that year and the experience was inspiring as I met many professionals from various STEM fields.

## HOBBIES

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During my free time I stream on Twitch 4 times a week. I stream a variety of games regularly as well as game development in Unreal Engine once a week. I interact with my community and explain what I'm working on in C++/Blueprint to document the game's development. It also keeps me engaged with the wider gaming community.

To keep up with my music practice, I compose using Ableton Live 10 for games. During a university game jam in 2019 I wrote and implemented all the music and sound effects for the game. I believe that audio is a core component of games and its technical implementation is interesting to me.

## REFERENCES

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Available upon request