

# DAN BAIRD

VR / Games Design

[dan.infinity27.com](http://dan.infinity27.com)

Portfolio available on website



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## Profile

Self-motivated, enthusiastic, resilient and reliable multi-disciplinary worker. Passionate about efficiency and synergy, with a thirst for knowledge. A technical minded and critically self-reflective creative. Accustom to solving complex problems using innovative and novel solutions while pro-actively taking on challenging roles and responsibilities. Positive and confident, able to create strong and lasting relationships.

## Key Skills

- **Asset Creation:** 2D and 3D character, prop and environments; design, production, rigging and animation.
- **Game Design:** GDD; interactive narrative development; gameplay and level design prototyping; UI & UX.
- **Programming:** C++, HTML, CSS, JavaScript, PHP and visual scripting (e.g. *Blueprints Visual Scripting*).
- **Software:** Autodesk: *3ds Max, Maya, Sketchbook Pro*; – Adobe: *Acrobat, After Effects, Flash, Illustrator, Muse, Photoshop, Premier Pro* – Game Engines: *Unreal Engine 4, Unity*; Microsoft: *Access, Excel, Project, Word*; – Misc.: *Axure RP Pro; NeoFur; NVIDIA GameWorks & VRWorks; Oculus Rift & Touch; Substance; Trello; ZBrush*.
- **Creative Processes:** primary (field) and secondary research; ideas generation, concept analysis and development; ludic, narrative, aesthetic and ethical considerations; sketching, mood and storyboarding.
- **Project Management & Production:** *LEAN* and *AGILE* methodologies; resource planning, budgeting and scheduling; specification, design, implementation and evaluation.
- **Digital Marketing:** PEST/SWOT, sentiment analysis; web and social media strategy.
- **QA & Version Control:** Jira; Git, Perforce; issue tracking, file locking, branching & merging.

## Experience

### INFINITY <sup>27</sup>

*July '16 – Present*

Placement year developing my own student enterprise/startup with Northumbria University Student and Graduate Enterprise, at their Business Start-up Hatchery co-working space.

Undertaking VR, game and traditional media design and production projects, including but not limited to: VR and games lectures and guest talks; public VR demonstration and promotional events; pro bono work; VR and game design, prototyping and project collaboration.

### Northumbria University Virtual Reality & Visualisation Studio

*October – November '16*

Adapting an existing VR, architectural-visualisation into a format more suitable for a younger audience. Complete responsibility in creating a concept from specification. Developing and delivering a client approved design within a tight deadline of five working days.

Presented by the client at their BigDraw event, to support a public workshop they held.

### Gateshead College

*September '16 – Present*

Delivering seminars and workshops that are designed to help students better understand virtual reality and achieve their learning outcomes.

Giving students information, advice and guidance on improving their work and incorporating VR best practices, while working with lecturers to provide students live briefs that mimic real-world scenarios.

### Grainger Games Ltd.

*October – November '16*

Demonstrating Oculus Rift virtual reality to the public, while encouraging the consumers' playful curiosity and at the same time promoting the sale of VR hardware and software.

### BALTIC Centre for Contemporary Art

*February – May '15*

Collaboratively developed and pitched a concept for an interactive exhibition with my peers.

## Education and Training

### Northumbria University

*September '15 – Present*

❖ B.Sc. (Hons) Computer Games Design and Production

### Gateshead College

*September '13 - June '15*

❖ H.N.D. Creative Media Production

### Newcastle College

*January – June '13*

❖ H.E.F.C. – Information Technology, Physics, Quantitative Methods

### St John Ambulance - February '12

❖ First Aid at Work

***References available upon request***