|  |  |
| --- | --- |
| Your Name | Email: email@example.comPhone: 01234 567891Portfolio: [www.linktoyourportfolio.com](http://www.linktoyourportfolio.com)  |

## Personal Profile

Briefly introduce yourself. Make the reader want to know more about you; talk about some of your best personal qualities and make people interested in learning more about you as a person.

## Technical Skills

* Area of specialism
* Software Skills
* Tools Experience
* Games Engine Familiarity
* Programming Languages

## Education

### Degree Course & University

|  |  |
| --- | --- |
| Relevant Modules | Brief description of what the module covered |
| Relevant Modules | Brief description of what the module covered |
| Relevant Modules | Brief description of what the module covered |
| Relevant Modules | Brief description of what the module covered |

### Other Qualifications

|  |  |
| --- | --- |
| Qualification & Grade | Qualification & Grade |
| Qualification & Grade | Qualification & Grade |
| Qualification & Grade | Qualification & Grade |
| Qualification & Grade | Qualification & Grade |

Work Experience

|  |  |
| --- | --- |
| **Job Title**CompanyPeriod Covered | Brief description of what the role responsibilities + relevant skills and projects worked on. |
| **Job Title**CompanyPeriod Covered | Brief description of what the role responsibilities + relevant skills and projects worked on. |

Hobbies and Interests

What games do you enjoy and why? What projects do you work on in your spare time? Do you do game jams and attend dev events? What groups, networks or collectives are you involved in?

## References

Available on request