

# WESLEY K CHAMBERS

[wkchambers.com](http://wkchambers.com) | [wkchambersdesign@gmail.com](mailto:wkchambersdesign@gmail.com) | [linkedin.com/in/wkchambers](https://www.linkedin.com/in/wkchambers) | 07727232753 | Dundee, UK.

---

## ENTRY-LEVEL INTERDISCIPLINARY PRODUCER

Versatile, adaptive young professional with demonstrated ability to combine high-level creative and production expertise to further the aims of an organisation. Clear track record of growth, graduating Europe's leading university for Video Game Development, then following on to produce noted results in two organisations and recognised thereafter as a local Success Story. Excellent communicator with a coachable attitude and avid interest in team-based problem solving.

### CORE COMPETENCIES

---

- |                      |                          |                          |
|----------------------|--------------------------|--------------------------|
| ✓ Project Production | ✓ Commercial Awareness   | ✓ Cloud Computing        |
| ✓ Design Pipeline    | ✓ UI & UX Design         | ✓ Emotional Intelligence |
| ✓ Leadership         | ✓ Sprint/Agile/Waterfall | ✓ Analytical Reasoning   |
| ✓ Communication      | ✓ Quality Assurance      | ✓ Collaboration          |

### PROFESSIONAL EXPERIENCE

---

**GRAPHIC DESIGNER**, Holyhead, Wales, UK.

**June 2020/Dec 2020**

*Holyhead Hotspur Football Club, Voluntary.*

- Renewed the club's online and offline brand, equipping media officers with a new design language, alongside graphic assets, resulting in improved consistency across all digital & print channels.
- Leveraged a connection with a regional print workshop, obtaining a 12% discount for all printed materials needed by the club, reducing spend in a high expenditure area.

**IN-HOUSE DESIGNER**, Bodedern, Wales, UK.

**June 2020/ Nov 2020**

*Red Rock Grafix, Government Placement.*

- Completed over 50 orders during a four-month placement period, quickly learning the operation of high value print machinery, building understanding of digital to print process'.
- Improved the aesthetic nature of several local business, applying high level design theory to small projects, boosting their chances of successful business.

**TEAM LEADER/PRODUCER**, Dundee, Scotland, UK.

**2018/2019**

*Beat Catchers Video Game, Academic.*

- Motivated, organised, and fronted an interdisciplinary team of 7 students, successfully delivering on-time at multiple iterative stages of client specification.
- Enabled an efficient and productive development process through use of team tracking software, dedicated work sessions and shared cloud space, creating a responsible and effective work environment.

### SOFTWARE EXPERIENCE

---

Microsoft Office, 7 years | Trello, 4 years, GitHub, 2 years, Jira, 6 months | Adobe Illustrator, Photoshop, 4 years

Adobe InDesign, After Effects, 2 years | Autodesk Maya, Blender, 3 Years | Unity Engine, 4 years.

### EDUCATION & CREDENTIAL

---

B.A.(HONS) | **Video Game Design & Production** | 2.1 Class | Abertay University, Dundee, Scotland | **2016 - 2020**

A-LEVEL Awards | **Business Studies - A\***, **ICT Studies - A\***, **Graphic Art - B** | Holyhead, Wales | **2014 - 2016**

Interview feature as a local Success Story by North Wales based organisation *Mon CF* | **Nov 2020** | [moncf.com](http://moncf.com).