STUART
DE VILLE
CREATIVE

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SKILLS

GAME DESIGN

GRAPHIC DESIGN

MOTION DESIGN

ILLUSTRATION

3D MODDELING

ANIMATION

UX

SOFTWARE

PHOTOSHOP

ILLUSTRATOR

AFTER EFFECTS

PREMIER PRO

INDESIGN

FIGMA

BLENDER

ABOUT

I'm a self-confessed game developing workaholic with a passion for both the creative process and literally anything creative I can sink my teeth into.

With a background in 3D design, animation and product development, I excel at managing projects, and I thrive on a creative challenge.

I believe that the only way to be happy is to do what you love, and so I have surrounded my life in game design & development. I currently spend my spare time developing games, hosting game dev podcasts, and chatting in too many discords.

I know I'm an excellent candidate because no one is more immersed in games than I am!

EXP

DETAILS

Game Dev London

APRIL 2020 To Now

CREATIVE DIRECTOR
Over the past 3 years while being a stay at home father my enthusiasm for gaming and my creative drive has led me to create Game Dev London (a game development community resource).

My role: Community Management, Social Posts and Updates, Hosting and organising Pods/Streams, Design and Image Creation, Video Editing, Blog Writing, Website Management, Marketing, Copywriting, Episode Planning, Event Planning, Research, Team Management, Recruitment, and External Relations.

Zap Pop Pow

SEPT 2018 To Now

DIRECTOR
Zap Pop Pow is a company I started back in 2018 with a single computer programmer.

It currently contains 16 team members working in their own time to create an un-announced tactical turn-based RPG.

My role: Design Docs and Visual Management and Workflows. Game Design Concept, Image creation, Website management, as well as the usual admin duties of a start-up.

SOFT SKILLS

Active listening

Conflict management

Collaboration

Dependability

Empathy

Initiative

Insight

Logical reasoning

Self-motivation

Written communication

Freelance

NOV 2012 To 2018

ARTIST
Being a freelance creative is never easy and it requires you to have a wide range of skills. To give you some insight, I have illustrated for a book that has been published and is now in the ICA
(The Institute of Contemporary Arts) in London, designed and built sets for theatre and social events, created motion graphics and idents for digital marketing and branding for companies like MasterCard & The O2 Music Awards. I've designed editorial layouts for an indie music magazine, taught art workshops, been creative art director for a video production company, and created fine art projects.