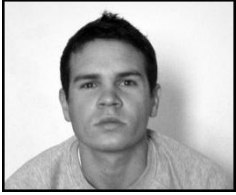


Robert Wright's Curriculum Vitae



HOME

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WEB

<http://www.doughball.net>

DOB

28/06/1981

Profile

A hardworking, motivated and adaptable individual. I have the ability to mix well with others and find it rewarding to be a member or a leader of any hard working team, but I equally enjoy working under my own initiative. I believe that I have a clear and logical mind with a lateral approach to problem solving and a drive to see things through to completion. I am organized and capable of working well under pressure. I see myself as a reliable, trustworthy, and meticulous person and I'm always ready for the next challenge.

Experience

Rockstar North – Mission Scripter *Sept 2010 – Present*

(Multi award winning creators of the Grand Theft Auto series with over 100 million copies sold worldwide.)
Working as part of a team of specialised scripters who create the missions for Rockstar North. This involves creative input in all aspects of the missions - ranging from the storylines to the dialogue and game play.

Freelance Web Designer/Developer *Aug 2009 – Sept 2010*

I spent a year living and working in South West France. I was working from home as a Freelance Web Designer and Developer.

Rockstar North - Level Designer *2008 – 2009*

This involved creative input on all aspects of the missions - ranging from the storylines to the dialogue and game play. Both downloadable contents have gone on to receive on average 90% reviews with over a million copies sold and are rated in the top downloadable content on the X-Box. This was the culmination of 6 years work at Rockstar and involved me teaching myself programming in my spare time. The role saw me work and meet very tight deadlines, deal closely with the programmers, animators, and audio department, as well as develop new skills in design and scripting to a world class standard.

Released titles include: GTA IV Ballad Of Gay Tony and GTA IV Lost And The Dammed

Rockstar North - Lead Tester *2005 – 2008*

Lead play through tester on Grand Theft Auto IV. Responsibilities included directly managing a team of 16 people on both day and night shifts and assisting with managing an additional 50 testers in the department. Part of this role was to head up the international liaison between the teams in the New York and UK studios where communication was key to ensure that all tasks were dealt with and solutions found for any problems arising within the development of the game.

I was involved with the recruitment of new employees and was part of the evaluation process for employing members of staff from a temporary to permanent basis. During this time I developed an in-house site to aid the training of new staff, and developed documentation and techniques for recording all aspects of the game tested, success and output of the teams.

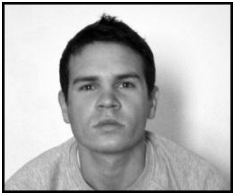
Grand Theft Auto IV went on to sell over 14million copies with opening sales of \$550million in its first week.

Rockstar North - Games Tester *2002 – 2005*

This was my starting point in the computer games industry where I worked on several major titles from all Rockstar's studios. As part of a small team I was responsible for looking for and finding bugs and glitches in unreleased projects.

A key strength that I developed in this role was the ability to listen to instruction and develop more efficient ways of working. The ability to work independently and be responsible for all feedback on my work was also important within such a small team.

As the company began to develop the team grew from a team of eight to over ninety and I received the promotion to Lead Tester (see above).



Language, Computing and other Skills

Microsoft Office:

- Word.
- Excel.
- PowerPoint.
- Outlook.

Adobe Creative Suite:

- Dreamweaver.
- Fireworks.
- PhotoShop.

Language:

- Native English.
- Basic French.
- HTML, CSS, XHTML, Java Script.
- 2 Years' experience scripting professionally for a Video Games developer

Other Skills:

- Microsoft Visual Studios 2005 & 2008.
- Adobe Acrobat.
- Windows & Mac operating systems.
- Full clean category-B driving licence.

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Interests

A passion for outdoor activities brought me to live in South West France for a year. To further follow these activities which include: downhill and cross country mountain biking, surfing, rock climbing and skiing. I really enjoy all aspects of DIY; I fully gutted and renovated a flat in Edinburgh last summer balancing this with my work.

Other interests include; film, music, photography, cooking and walking.

Education

Edinburgh University:
Edinburgh Scotland
1999 – 2002

Masters in Mechanical and Electrical Engineering.

Tain Royal academy :
Scottish Highlands
1992 – 1999

Physics Sixth Year Studies	A
Maths Sixth Year Studies	B
Maths Higher	A
Physics Higher	A
Chemistry Higher	A
Geography Higher	B
Technological Studies Higher	B

References

Neil Ferguson (*Senior Level Designer*)

Andy Butts (*Managing Director*)

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