Sandor Naisby-Rogers

Contact

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Game Designer & Game Developer

Hello, I'm Sandor Naisby-Rogers.
I'm a student currently studying at Gateshead College, doing my first year in Level 3 Game Productions.

I'm 21 years old, who's happy-go-lucky person with a kind and friendly nature. I'm also quite a hard working and determined person giving everything a shot and I also love learning and always want to learn new things.

As for me, I have a variety of interests such as coming up with game and story ideas, character and story writing, character creation and writing. Besides those, I have huge interest in video games, whether it's development of games, or even playing video games. It's the one thing that made me want to pursue a career in game design or development.

Skills

- Drawing skills in traditional and digital art. I tend to focus on character design and concept art.
- Creating texture for game models.
- Has experience in using Photoshop and Illustrator.
- Has a lot of experience in making 3D models in using Blender.
- I have some experience in working with game engines and coding, but not a whole lot.
- I have some experience with animation, both using adobe animate and for 3D models.
- I have experience in video editing and using audio.
- hardworking, determined, adaptable and quite good with time management.

Experience

Global Game Jam 2023
January 30th - February 5th 2023, Gateshead College

I did work experience for Game Jam 2023, where I created a game based on the theme of "Roots". I created a game called "Yggdrasil" which got second place at Gateshead College.

Global Game Jam 2024
January 22nd - January 28rh, Gateshead College

I also participated in the Game Jam 2024, where I made a game based on the theme "Make Me Laugh" and it's called "What The Hey Is This?"

Flowlab

October 31st - March 13th 2023, Gateshead College

Besides creating Yggdrasil which I used to create Flowlab, there's also other games I have created using Flowlab. There's a test game I made that recreates level 1-1 from the original Super Mario Bros game on the NES, that has cats instead of Mario, Goombas and Koopas. The game was created because of a task my teacher set out for our class at the time.

I also created another game on Flowlab called "Wake Up Call", which is heavily inspired by a RPG Horror game called "Corpse Party". I created it as a part of a project during my course from Level 2 Game Design, however there's things that I personally want to improve and even remake the game in the future.

Personal Experience

In my spare time I tend to create custom textures for Yandere Simulator, whether it's creating face textures or various outfits textures. However I've also learnt how to rip models and textures from Unity games and even created some custom textures for some models.

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Education

Gateshead College / Level 3 Games Production September 4th 2023 - June 21th 2024, Gateshead College

I'm currently studying this course and

Gateshead College / Level 2 Games Design
September 5th 2022 - June 23th 2023, Gateshead College

I'm finished studying on this course, I have learned most of my skills and aspects of the design process from doing this course. I have learned how to use software like Photoshop, Illustrator and Premiere Pro.

Tasker House / Level 2 Math
September 2021 - July 2022, Tasker House, Sunderland

Tasker House / Level 2 English
September 2021 - July 2022, Tasker House, Sunderland

Tasker House / Level 2 Art
September 2021 - July 2022, Tasker House, Sunderland

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Awards

On the 13/6/24, I went to the Edge awards and got an award for "Games Student of the Year".