

# Charlie Kay

E-mail : ckaycinematic@gmail.com

Website: www.ckaycinematic.com

Address: Leeds

United Kingdom

## Work experience

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### Epic Games

Aug 2019 — Sep 2019

#### Fortnite ZoneWars LTM Trailer - Freelance Project

I was contacted by Epic Games to work on an official trailer for an upcoming Limited Time Mode on Fortnite called 'Zone Wars'.

Working with Epic Games on this freelance project saw me take full control of the trailer in all aspects including;

- Music choice
- Concepting & Storyboarding
- Directing Capture sessions with Epic Games employees
- Ongoing and Final Edit.

The only thing I didn't do was the title slates. That was done by Epic's creative asset team.

You can see the Trailer, Social links and more on my website.

### The TrailerFarm

August 2018 — September 2018

#### Video Game Trailer - Work Exp

I travelled down to Brighton, UK to spend a week working with The TrailerFarm. During my week there, I worked on the Worlds Adrift Teaser Trailer (Steam game by Bossa Studios) doing the block edit and capturing gameplay footage in a live environment (capture sessions) with other employees.

A few months later I got called back down to help them out again.

I got given the job of taking the lead with the Realm Royale trailer. This included recording the majority of the gameplay and cinematics used in the final trailer. As it is a multiplayer game, I directed capture sessions and we bounced ideas off of each other. Like the Worlds Adrift trailer, I did the block edit and set the structure for the trailer with the footage I gathered. I did as much as I could before it was time to travel home and passed the edit on to another employee at TrailerFarm where they polished things.

Finally, when back at home, I was contracted to create 60+ versions of the trailer. Including different resolutions and languages.

Note: The title slates were not made by me, I was just doing the bulk load of versioning.

### MCPProHosting

January 2013 — August 2013

#### MCPProHosting General Support

MCPProHosting is a Minecraft server hosting company that hosts thousands of Minecraft servers, which then branches out to millions of Minecraft players that get to play these servers.

With high player counts, there is a high responsibility to make sure the servers are lag-free and if any issues do occur, that they can be ironed out quickly and effectively. So, my responsibilities as general support were to answer customer queries and issues they had while using the service.

I would resolve their problems by providing information or manually fixing their server issues. These issues could take a couple of minutes to half an hour. No matter how long they took, it was my job to resolve their issues.

Some days I would have as many as 60 support tickets to resolve but I found this very satisfying as my responsibility was to improve the customer experience.

## Saville Heaton

August 2013 — September 2013

### Design Room Assistant

My responsibilities as a design room assistant was to take images of a new menswear clothes collection, edit them on Photoshop and create a DVD sales tool. This included editing, correlating the images into usable files and burning them onto a DVD, designing the DVD cover, printing them and then sending them out to customers worldwide so they could order products no matter what part of the world they were in.

I assisted in designing and creating the head office showroom display and also photographed this for the discs.

I assisted the design team in preparing the collections for the sale agents which included pressing, ticketing and packing the ranges.

I worked with the warehouse staff team, stock taking bulk garments held in the warehouse.

## Qualifications

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Garforth Academy (Highschool)

ICT, History & Media Studies GCSE at Grade C or higher.

Double ICT and Film & Media Studies A-Levels at Grade C or higher.

Leeds City College:

Games Design (Level 3) - MMM - GPA: 3.0 - 2016

York St. John University:

Games Design - 2:1 (B) - GPA: 3.35 - 2019

## Education

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### Level 3 Creative Games Design

September 2014 — July 2016

Leeds City College

I studied Creative Games Design at Leeds City College.

I received Distinctions in Creating a Flash Game (Programming), Creating an Unreal Engine 4 Level (Programming and Level Design), Sound In Games (Assignment), making a GDC (Game Design Document) that covered Mechanics, Level Concept, World, Character design and made a mini teaser trailer concepting the game.

We covered and I got passes, merits or distinctions in following subjects:

- Games Engines
- Story Development
- Single Camera Action
- Programming (Flash and Unreal Engine 4)
- Modelling, Animation and Texturing
- Graphics
- Sound
- Research Methods
- Concept Art + Life Drawing

### University Games Design

September 2016 — June 2019

York St John

Covered Unreal Engine Blueprinting, Unity Scripting, Modelling in Maya, Texturing in Photoshop and 3D Coat.

During the summer holiday concluding my first year I secured a work experience at 'The TrailerFarm'. From then on, my last two years at University were developing and focussing on creating game trailers.

I made four fan-made game trailers for my final major project to show variation of styles and adapting to game genres.

One of the game trailers I made for my final year project was retweeted and captioned "10/10. Hire this guy." by the Lead Game Designer of all the 'Call of Duty: Black Ops' games, including World at War 'David Vonderhaar'.

## IDEO Design Camp

August 2014 — August 2014

### IDEO

I took part in a one week Design Camp at IDEO in Palo Alto.

IDEO is one of the the top 10 most influential design companies in the world located in Palo Alto.

During the one week design camp, we split into teams of 4 and got given a brief to encourage people to put their phones down in restaurants or cafes.

We designed a little box that would fit under a table and would act as a jammer, blocking incoming texts, data etc...

With customisable features and admin features, to help show our vision of the idea I created a mockup iPhone App that was fully functional to demonstrate admin settings and controls which was then presented to the IDEO team.

## Interests

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Video Editing is my passion and always will be. But more precisely I love being creative in video game capture by pushing the limits of In-game cinematics for game trailers.

I have always been fascinated by impact and the link between audio and visual in trailers. I have a playlist of game trailers I watch on the weekly to get motivated and take inspiration from. Doing so, I always strive to push myself to create a more impactful and innovative game trailer.

I have hundreds of scrapped edits and videos where I have experimented with visual effects, camera angles and sound effects working with Gaming Teams and YouTube Clients of varying sizes.

When I am not video editing I am playing video games. I am a PC gamer that enjoys allsorts of games like Apex Legends, Fortnite, World of Warcraft, Black Desert Online, Call of Duty, Overwatch and many more.

I keep up to date with the news of games and consider myself a knowledgeable person with technology.

## References

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References available upon request.