

**SOLENT**  
UNIVERSITY

SOUTHAMPTON



COMPUTING,  
GAMES AND  
NETWORKING

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SHORYU

Our ramen made by  
top chefs who  
use the highest  
quality ingredients  
for our noodles.  
Perfect dashi  
and our rich  
broth.  
Can be cooled  
down or  
served hot.  
Our  
ramen are  
made with  
fresh ingredients  
and served  
with a touch of  
our special  
secret recipe.  
Our ramen is  
the best!

Shoyu Ramen  
Topped with  
soft-boiled egg  
& scallions  
Miso Ramen  
Topped with  
scallions & tempura  
Tonkotsu Ramen  
Rich, creamy  
broth with  
soft-boiled egg  
& scallions  
Gyoza  
Udon  
Tempura

PUBERTY  
MARKET

7-Eleven

SALE





OUR GREAT CITY







SOUTHAMPTON IS A CITY WITH SOMETHING FOR EVERYONE. BEAUTIFUL CITY-CENTRE PARKS, AN ELECTRIC NIGHT-TIME ECONOMY AND A THRIVING ARTS AND MUSIC SCENE ALL MEET TO OFFER RESIDENTS SOMETHING TRULY UNIQUE.

The high street is represented by Game, Forbidden Planet, CEX and Apple. The annual Southampton Game Fest – sponsored by Arcade Europe – attracts big names, including Playstation VR, HTC Vive and Testology. It's a growing event, exhibiting custom-made arcade machines and running gaming tournaments.

It's also a city of Premier League football, world-class sailing and international cricket. Its many pubs and clubs host breakthrough bands and big names. Stadium acts come to the Ageas Bowl, while the O2 Guildhall hosts mainstream pop, and festivals are a regular part of our city park life.







tobii  
T60 Eye Tracker

Yotspot - Tobii Studio - 3.3.2

Visualizations Areas of Interest Statistics Data Export



GazePlot

HeatMap

Cluster



Yotspot

File View

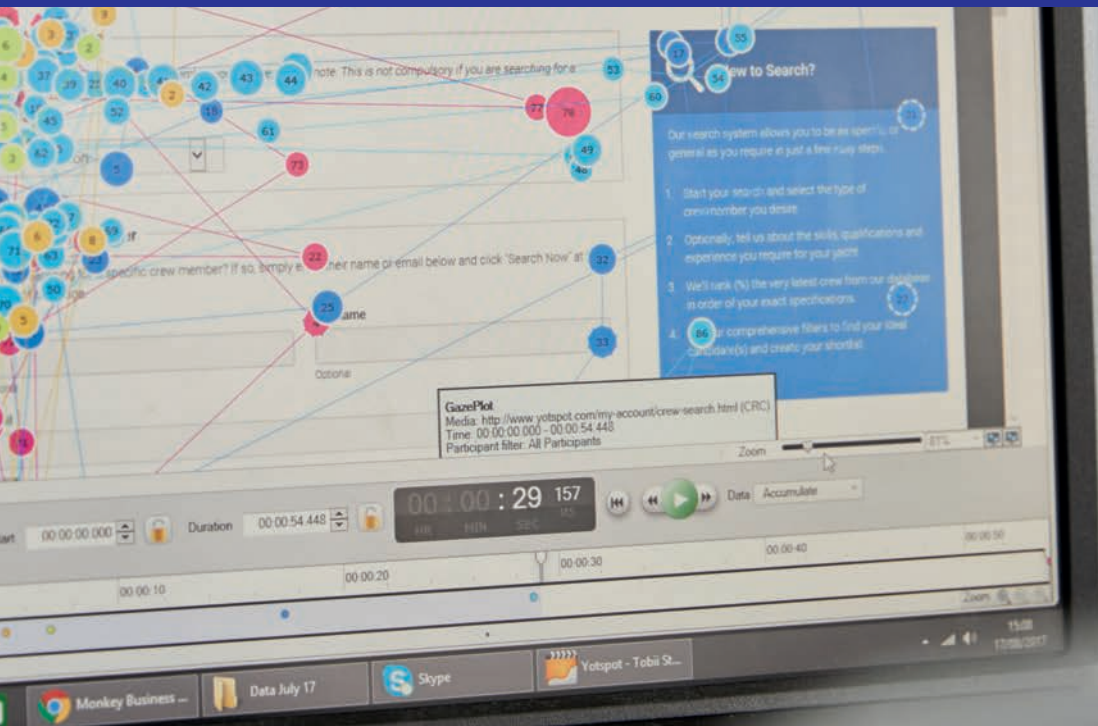
Jobs

Training

More

User Chamber

# COMPUTING AND INFORMATION TECHNOLOGY







WITH INDUSTRY-STANDARD FACILITIES AND A REGULAR PROGRAMME OF GUEST LECTURERS, YOU'LL BE SUPPORTED TO DEVELOP THE SPECIALIST KNOWLEDGE YOU NEED FOR A FANTASTIC CAREER IN THE COMPUTING AND INFORMATION TECHNOLOGY INDUSTRY.

Whether you want to specialise in web design and development, networking, programming or business IT, Solent has the course for you.

Our state-of-the-art computing and information technology facilities include:



- a usability lab featuring eye-tracking software, allowing you to test the functionality of digital platforms and the user experience
- computing labs with a motion capture studio, extensive hardware and the latest industry-standard software
- a devices lab, giving students the chance to 'field test' their websites and apps on real mobile and tablet devices, as well as through online emulators.

## WHY SOLENT?

- BCS lectures – which explore new developments within the industry – are regularly held on our campus.
- The many IT career opportunities are reflected by our involvement with premium companies such as Cisco, IBM and Fujitsu.
- You'll get the opportunity to work on live development projects, with freelancing available through our in-house agency, Solent Creatives.
- On top of that, you'll be within easy reach of the UK's development capital in London, without the living costs.



A young man with short dark hair, smiling, stands on a stone ledge. He is wearing a dark green zip-up jacket over a blue sweater and dark trousers. His hands are in his pockets. In the background, the River Thames flows, and the Tower Bridge is visible under a blue sky with light clouds. A solid green rectangular area is overlaid on the right side of the image, containing white text.

ALEX PATE

BSC (HONS) WEB DESIGN  
AND DEVELOPMENT, 2015

WEB ENGINEER, MONZO BANK

“SOLENT PLAYED SUCH A BIG ROLE IN SETTING ME UP FOR WORK. LEARNING TO GET COMFORTABLE WITH BOTH SHARING MY WORK WITH MY PEERS AND GIVING AND RECEIVING FEEDBACK IS A SKILL THAT I USE EVERY DAY IN MY JOB.”

**Hi Alex, tell us a bit about your role with Monzo.**

I'm currently a web engineer. In the past few years I've bounced between development and product design, but for now I've settled on web engineering.

At Monzo, we work in a 'squads' model – small teams consisting of a designer, a user researcher and engineers who are focused around solving a single problem. At the moment, I'm working on the first version of a web portal for our business account customers.

A typical day starts with a quick sync with the rest of the squad, then it's heads down on development work. Collaboration is a big part of the Monzo culture, so there are lots of moments during the day where we come together as a team to work together on problems, or share our work to give and receive feedback.

**What do you enjoy most about it and what are the biggest challenges?**

I really enjoy working on a product that's so impactful. Money plays a big role in people's lives, and being able to work on projects that are solving real problems, but also helping to change people's relationship with money in a positive way, is really rewarding.

Being a modern-day developer can be really challenging. Whether it's a new framework or a new language, the range of things that developers need to know is constantly expanding. However, I feel really fortunate to work in an environment that allows me to learn and level up.

**How do you feel your studies at Solent helped you prepare for your role?**

Solent played such a big role in setting me up for work. Presenting was a huge part of the Solent culture. Learning to get comfortable with both sharing my work with my peers and giving and receiving feedback is a skill that I use every day in my job.

The range of topics covered is also something that I'm only recently beginning to appreciate. There are often times in my job where I'm required to stretch out of my own domain, and I often find myself recalling some of the modules from the course.

**What advice would you give to those wanting to get into your industry?**

Make stuff. Show your passion. It could just be a silly side project that you make, or a rough design of something – these kinds of projects are really a chance to play around with a new technique or try a new language. And when you do make something, show it off! Share it on Twitter, write a blog post about it!

Also, go out of your way to find opportunities, whether it's reaching out to agencies or companies and asking for a week or two of work experience, or getting involved in projects at Solent Creatives. All of these things are going to expose you to real-world problems and develop you as an individual.

**What's coming up next for you?**

There's a lot of really exciting projects that I would love to be a part of in the near future. I've also got one or two side projects that I've been working on that I'm hoping to find time to finish soon!





“I’VE GAINED A LOT OF  
CONFIDENCE AND AM NOW  
THE GO-TO PERSON FOR  
OUR SECURITY PRODUCTS.”

## ABI CLEVERLY

LEVEL 6 DIGITAL AND TECHNOLOGY  
SOLUTIONS PROFESSIONAL DEGREE  
APPRENTICE

NETWORK ENGINEER, HB TECHNOLOGIES

**Digital and Technology Solutions Professional Degree Apprentice Abi Cleverly works for HB Technologies as a network engineer and is part way through her BSc (Hons) Digital and Technology Solutions degree at Solent. We caught up with Abi to find out more about why she decided to do an apprenticeship, and how her work and studies are going so far.**

### **Hi Abi, why did you decide to start an apprenticeship?**

I’ve always been a very practical person as opposed to academic, so I didn’t feel university was the right option for me. I wanted to earn and learn, and when I saw this opportunity for an apprenticeship with HB Technologies,

I went for it. I joined the company straight from sixth form on a level 3 IT apprenticeship, and they’ve now progressed me onto the level 6 at Solent University. I spend one day a week studying at Solent, and the other four days in the office. It’s quite different to a normal degree as we don’t do as many units each term, and instead continue studying over the summer period.

### **How are you finding your apprenticeship so far?**

I would have never thought I would go to university – and it is hard work – but I enjoy the flexibility of being able to cover all the other specialist areas of IT other than my network pathway, and put the new learning into my job. It was a challenge to enter a male-dominated sector like IT, but this apprenticeship has given me the support I need to progress in this field.



I've gained a lot of confidence and am now the go-to person for our security products. We work in the networking labs equipped with the latest Cisco routers and switches. I'm enjoying learning while working as it allows me to put the theory I learned at uni into practice on live systems. It also improves my wider knowledge, helping me to troubleshoot problems quicker and help our clients.

**What are your hopes/career plans for the future?**

To carry on developing myself and my career with HB Tech. They are recruiting a new apprentice, so I will be able to buddy up with them and show them the ropes to support them. I will be learning some new mentoring skills and passing on the skills and experience I have gained, and it is great to support the team development.

**How are you finding the work/life/study balance?**

It is hard work, but you do have to be disciplined, and it is just once a week to attend. Staff are on hand at the University if I have any issues, and if I wanted to get more involved with the social side of the University, there are plenty of opportunities and activities to do so.

**Would you recommend an apprenticeship to others? If so, why?**

Yes, because I never thought I would get a degree at university while doing a job I enjoy and being paid to develop my career. My school teachers never advised me of the progression that local apprenticeships could support, as they saw success and progression as a full-time higher education degree only.



# ADAM'S INTERNSHIP WITH IBM

DURING HIS FINAL YEAR OF STUDIES, ADAM ELSBURY (BSC (HONS) WEB DESIGN AND DEVELOPMENT) COMPLETED THE EXTREME BLUE GLOBAL INTERNSHIP PROGRAMME WITH IBM.

**This fantastic internship is described by IBM as being "not your average. It's a race against time – with a 12-week timeline compelling you to prove your creativity, passion and knowledge to deliver some of the most innovative solutions to real business challenges."**

**We caught up with Adam soon after, who told us about his experiences with IBM, the biggest things he learnt, and how he feels Solent helped prepare him for this opportunity.**

## **Hi Adam, tell us about the Extreme Blue Summer Programme.**

The Extreme Blue internship programme is a world-renowned scheme run by IBM, whereby the best second-year students from around the world go through a rigorous interview process to take part in a competition to make a real-world applicable product for a major company within 16 weeks.

At the end of the 16 weeks each team from the continent (in my case Europe) takes part in a presentation to promote their product, in order to try and get it picked up by the companies present.

The teams usually consist of four students, but this summer was the first time that IBM has run the programme with a designer. The team breakdown has historically been one business student and three software engineers, so it was an honour to be one of the first designers on the programme and hopefully I made an impact for future designers!

## **What did you do, day-to-day?**

My day-to-day tasks were mainly focused around UX/UI design. I conducted lots of user research in the form of questionnaires, interviews and usability testing, and created rapid interactive prototypes using Adobe XD along with the user interface for the app. My position also had a focus on project management.

Fortunately I managed to get my hands dirty towards the end and did a little development using Android Studio.

## **What was the biggest thing you learnt on placement?**

The biggest lesson I learned is that failing is okay, provided you make sure you learn from it. Too many times in the past two years I assumed that the top industry professionals were perfect and could design and code amazing products without mistakes. The truth is that everyone makes mistakes, even if they've been in the industry for 20 years.

What makes a great designer or developer is not to be afraid of making mistakes. Great, innovative products have come off the back of making mistakes. In order to push the boundaries of your ability and truly excel at whatever product you are creating, you have to be willing to look an idiot – and I definitely had my fair share of that!

Not taking risks is definitely not the right approach when it comes to design or development.

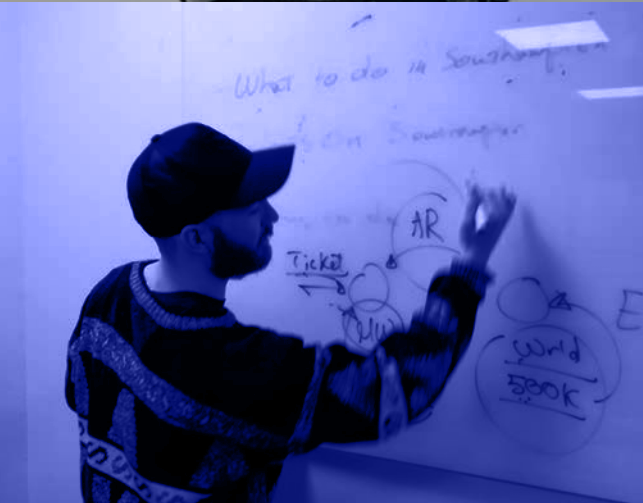
## **How do you feel your studies at Solent helped prepare you for this opportunity?**

I honestly cannot praise Solent enough for preparing me for this experience, especially the skills I have learned in the UX/UI modules I have completed. They are so spot-on with industry-standard practice that it didn't feel like I was unprepared at all. I slotted straight into my role and hit the ground running.

This is definitely the best university in the country for web design and development – the project structure and group assignments are basically industry practice.



“THIS IS DEFINITELY THE BEST UNIVERSITY IN THE COUNTRY FOR WEB DESIGN AND DEVELOPMENT – THE PROJECT STRUCTURE AND GROUP ASSIGNMENTS ARE BASICALLY INDUSTRY PRACTICE.”







LIAM CHARMER

BSC (HONS) COMPUTING  
GRADUATED 2017

DIRECTOR OF TECHNOLOGY  
AND INNOVATION, REMIAM LTD

“THIS COURSE IS FOR YOU IF YOU WANT TO EXPLORE ALL DISCIPLINES INVOLVING TECHNOLOGY.”



#### **How did Solent help prepare you for your career?**

Solent prepared me to be an innovative and creative thinker and helped me gain the core skills of working within a professional environment. The entrepreneurial focus at Solent really geared me up and pushed me towards starting and running my own business.

#### **Favourite Solent memory?**

That's quite a hard one as there were so many – from the technology champions recruitment and events, to the Hackathon that one of my lecturers ran, the British Conference for Undergraduate Research (BCUR) event I presented work at, working with my classmates ... I had so many! I also graduated with a first-class honours degree and had the highest grade in computing for that graduation year.

#### **Tell us about your career story so far.**

After graduating I continued with my freelance work in areas including web development, app development, ux/ui design and training. I also became director of the umbrella innovation company, Remiam Ltd, using a variety of technologies and working with web, mobile and smart home devices to follow the new exciting trend of the Internet of Things. A recent product we developed is an app called 'Instarama' which creates panoramic images for Instagram.

I'm now working with a variety of clients around the world and going to a variety of networking events across the UK, providing products and services to clients.

A typical working day for me is managing two businesses, liaising with my clients, searching for new clients and creating innovative products – oh, and the occasional Starbucks!

#### **Any tips for others wanting to follow in your footsteps?**

My number one tip is to be passionate about the technology industry and you will reap the benefits later.





## DAVID JONES

BSC (HONS) BUSINESS INFORMATION  
TECHNOLOGY, GRADUATED 2008

BUSINESS INTELLIGENCE DEVELOPER,  
GRENCORE GROUP PLC



# “UNIVERSITY HAS OPENED DOORS FOR ME IN MY CAREER AND PROVIDED INDUSTRY OPPORTUNITIES THAT I KNOW I WOULDN'T HAVE BEEN GIVEN WITHOUT GOING.”

## **What was the best bit of your course?**

The best part of the course for me would have been the web development modules in the first year, which helped lead into my very first role post-university and gave me a strong understanding of open source web languages and how to apply them.

## **Tell us about your current role.**

Today, I work for Greencore, a leading international convenience food manufacturer. Greencore is the world's largest manufacturer of pre-packed sandwiches, producing 1.5 billion each year and supplying some of the world's biggest food and retail brands.

I work in data analytics as a data analyst/engineer. The main focus of the role is to help teams work more efficiently by providing capabilities to analyse and better understand their data. It sits across multiple business areas, ranging from helping to improve the efficiencies of the manufacturing process to working with finance teams with price projection and planning or employing data trending to track and spot opportunities with our clients.

My studies at Solent helped me develop the ability to pick up skills and knowledge fast and apply them in a professional environment. I enjoy the fact that every day I get to apply what I learnt at university to help the business make choices through intelligent data-led decisions.

Some of the other companies and industries I have worked in since leaving university include BAE Systems (defence), TNT (global logistics) and Suzuki (large-scale car manufacture).

## **What has been your biggest achievement in your career?**

My biggest achievement would be working for two industry-recognised businesses. First would be Greencore, as they put trust in you to deliver multiple solutions over a range of technologies.

Working here has allowed me to expand my knowledge of industry-recognised toolsets in the data analytics space and benefited the business and those around me. Further, I work with a group of talented professionals from a varying range of backgrounds and experiences who teach you something new every day.

My time at Greencore wouldn't have happened, though, without the experience and time spent at BAE Systems. It helped me to develop personally and professionally, and to learn what can be done when you adapt the knowledge and skills you have gained.

## **What are the three most important things you learnt during your time at Solent?**

1. Understand your technology and your point of view, and put over a strong case, but be willing to take on board others' views and opinions, incorporating them to achieve an overall goal.
2. Take time to think about the best solution to a problem and research it before creating it.
3. New languages and skills take time to learn – do not rush it and you will succeed.



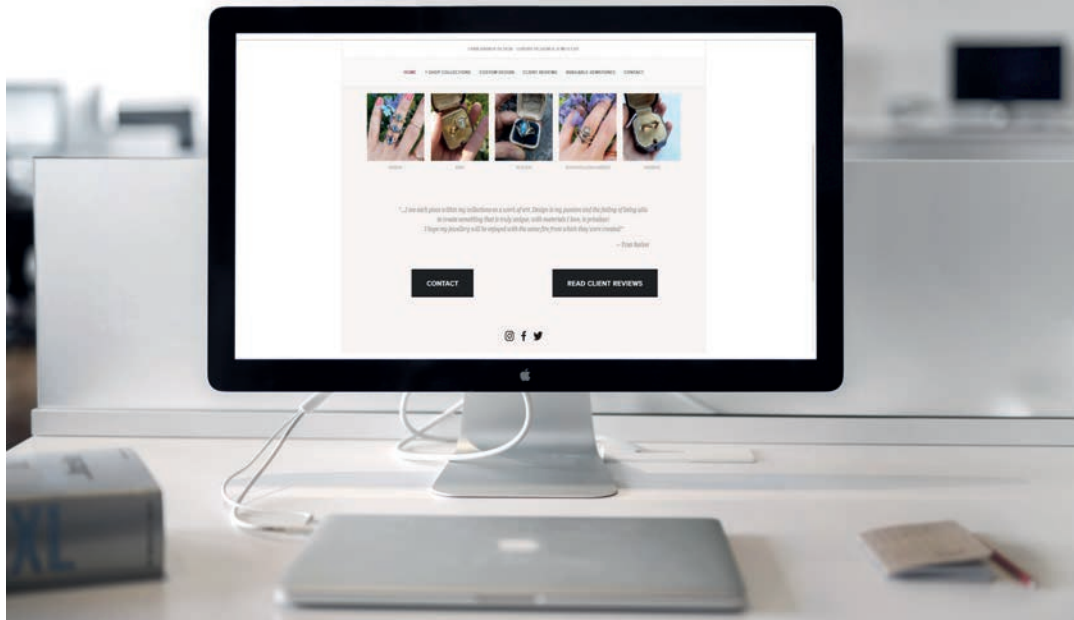


“BEING ABLE TO  
WORK FOR MYSELF  
AS A TINY COMPANY,  
BUT STILL DO WORK  
FOR BIG COMPANIES  
IN AMERICA, IS A  
BIG ACHIEVEMENT  
FOR ME.”

KATIE HAMLING

BSC (HONS) COMPUTING  
GRADUATED 2017

WEBSITE DEVELOPER, KATIE  
HAMLING WEBSITE DESIGN  
AND DEVELOPMENT



### **Why did you choose to study at Solent?**

I originally started my studies at another university but didn't enjoy the course and wanted to be closer to home. I chose Solent because the course had more seminars as opposed to lectures, which meant that we got more one-on-one time to really help us progress with work.

### **What was the best part of your course?**

The lecturers were all really helpful – if you didn't understand something they were all available via e-mail at any time, and they made sure that the effort you put into your studies was reflected in your grade.

### **What has been your greatest achievement?**

Graduating with a first-class honours degree after trying so hard was a massive achievement. My dissertation was also a highlight for me – having a tutor that was so involved and passionate about the study made it so much easier.

### **What have you been up to since you graduated?**

Since leaving university in 2017, I have set up my own business that offers website design and development alongside social media management and photography. I enjoy finding new clients and portraying their business online in a way that is unique to them. I have worked with clients all around the world and my first global

client made me realise that you don't need a job in a massive company to reach people anywhere in the world. Being able to work for myself as a tiny company, but still do work for big companies in America, is a big achievement for me.

### **How did Solent help prepare you for your career?**

Learning computing was obviously a massive help with my job choice now, but Solent wasn't just about the degree. For me, Solent taught me how to prioritise my time effectively, how to work well in tough situations and how to get the most out of my studies. I became more aware that the effort I put into my studies was reflected in my grade, which seems obvious now. Before Solent I would complete work and hand it in, knowing that it was completed ... but during my time at Solent I learnt to work hard, hand work in and feel pleased, not because it was completed, but because I was proud of it.

### **What advice would you give to someone wanting to follow in your footsteps?**

Make the most of your time at university – the three years goes so quickly. Speak to your lecturers – they're going to be an invaluable part of your studies.





## COMPUTER ANIMATION, GAMES AND VFX FACILITIES/USPS

UK...  
...ASBEL LHANT  
...JUDE MATHIS  
MILLAMAXWELL  
DGER KRESNIK  
MAM KOR METEOR  
©BNGI



ARE YOU PASSIONATE ABOUT DIGITAL ARTS AND GAMES? WHETHER YOU'RE INTERESTED IN A CAREER IN COMPUTER GAMES, ANIMATION, CGI OR VISUAL EFFECTS, SOLENT'S INDUSTRY-FOCUSED COURSES WILL HELP YOU ON YOUR WAY TO STARTING A FANTASTIC CAREER IN THIS HIGHLY CREATIVE INDUSTRY.

Our state-of-the-art facilities include:

- a dedicated Video Games Academy – this open access teaching area fosters a community spirit among students from all our gaming art, design and programming courses, encouraging the kind of multidisciplinary collaboration that graduates will encounter in the professional workplace
- a dedicated open access teaching area with all the specialised software you'll need, including Visual Studio, Perforce, DirectX, OpenGL, UDK 4.0, Unity, Source, Torque, Cocos2dx, Photoshop, 3D Studio Max, Maya and Mudbox; we also have a number of console development kits and the latest consoles to experiment on a dedicated mobile lab with a selection of the latest handheld devices suitable for Android, iOS and Windows Phone 8 development.



## WHY SOLENT?

- Solent's Media Academy is home to a range of high-spec computers that are dedicated to CGI creation and rendering. These machines provide access to the latest professional software packages as used in industry.
- You'll get direct and relevant advice and support from professionals working at the top of organisations such as Codemasters, Climax, Aardvark Swift and Stainless Games. They'll provide invaluable help with design, testing, pitching and competitions, as well as supporting you with your CV and giving you feedback that reflects current demands of the sector.
- The course teams maintain excellent links with industry, enabling you to benefit from opportunities such as tutoring, feedback and seminars.
- Throughout your studies you will have the opportunity to work on a range of live projects for real-life clients.
- Our in-house creative agency, Solent Creatives, provides the chance to pitch for paid work with commercial clients – past clients have included Bear Grylls, the BBC, Southampton Airport and Southampton City Council.





SOLENT UNIVERSITY GAME  
DEVELOPERS COLLABORATE  
ON VESSEL DOCKING PROJECT





SOLENT UNIVERSITY HAS JOINED FORCES WITH MARITIME ENERGY EFFICIENCY FIRM AZURTANE TO LEVERAGE THE SKILLS OF STUDENT GAME DEVELOPERS IN A HIGH-PRECISION KINEMATICS (HPK) MARINE VESSEL DOCKING PROJECT.

The aim is to convert high-precision positioning data into a user interface that will improve the vessel commander's ability to visualise docking movements – reducing docking time and fuel consumption, as well as increasing safety.

Dave Cobb, Course Leader of Computer Games Technology at Solent, said: "It's great for our students, who are learning the techniques, languages and mathematics of game software, to be made aware of how transferrable their skills can be. Gamers must be captured by and drawn into a game. That is also true in navigation. The closer an interface is to the user's mind's eye, the more likely it will be embraced."

Two third-year students have undertaken the initial visual design, and are now moving on to coding the input of millisecond data streams that will position the trial vessel with pinpoint accuracy. The user interface was due to be delivered for user trials on Red Funnel's high-speed ferry, Redjet 7, in March 2020.

Explaining the reason for the collaboration with Solent University, Don Gregory, Azurtane's managing director, said: "Any industry needs fresh ideas and up-to-date communication methodology. And without specialist in-house digital design expertise, where better to get the very best than from students on computer game development courses? We have been in contact with several universities in the gaming field including the highly rated Leuven University in Belgium. But Solent University proved ideal due to its close proximity to our business and a very 'can do' attitude by both teaching staff and students."

Azurtane is not only funding this industrial placement opportunity for students but is also looking to continue and build on its partnership with Solent University with the aim of collaborating on future projects that will advance the safety and efficiency of deep-sea vessels.

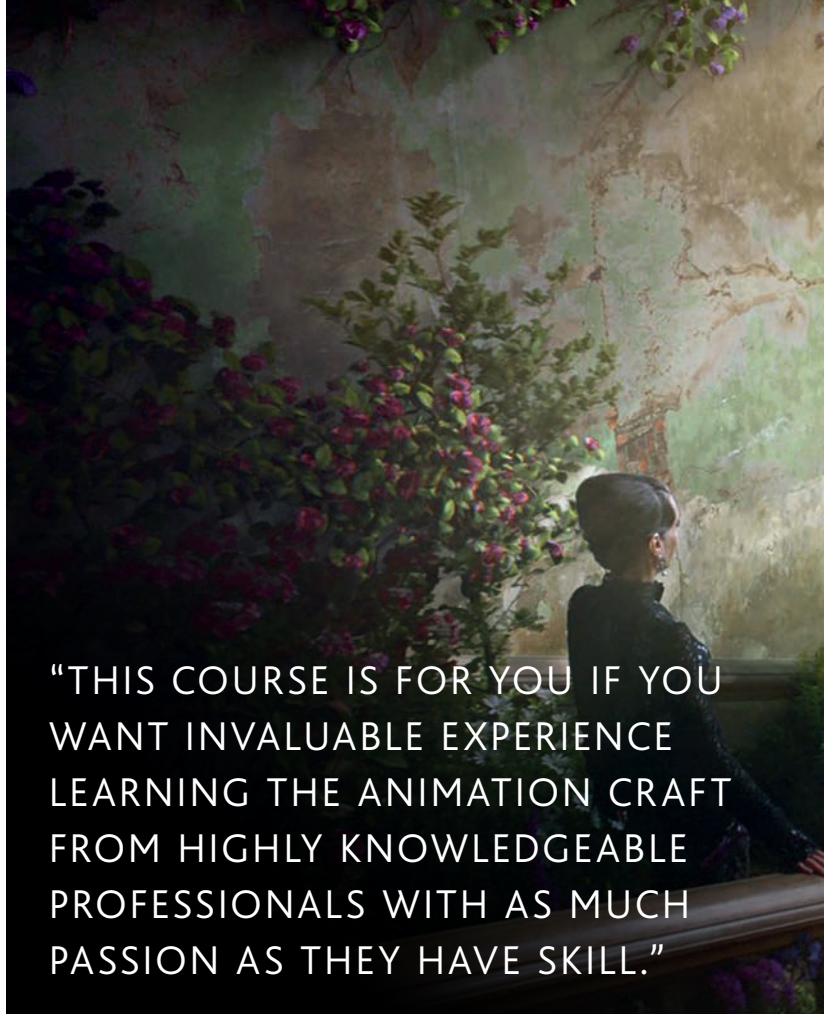




## MATT BURN

BA (HONS) ANIMATION  
AND ILLUSTRATION,  
GRADUATED 2004

CG SUPERVISOR,  
ABSOLUTE POST



“THIS COURSE IS FOR YOU IF YOU WANT INVALUABLE EXPERIENCE LEARNING THE ANIMATION CRAFT FROM HIGHLY KNOWLEDGEABLE PROFESSIONALS WITH AS MUCH PASSION AS THEY HAVE SKILL.”

### **How did university prepare you for your career?**

It gave me a vital grounding in the realities of working HARD for a living. I learnt how to be autonomous but also how to thrive as part of a team, and it taught me to absorb my peers' knowledge whenever I could, which I still do to this day. Knowledge is key – soak it up wherever you can.

### **Favourite Solent memory?**

Raising the trophy for 'Best Film' at the annual Harbour Lights screening event (where graduates' animation films are screened for students and industry professionals alike) – that amazing feeling of pride completely validated three sleepless years of pushing my learning to the limit.

### **Tell us about your career story so far.**

I have been working within the core of the post-production industry for 13 years now at Absolute Post, in the heart of Soho. Starting as a runner, I trained and progressed my career to the point where I am supervising teams of super-talented artists, producing amazing results together, creating pretty pictures which I am very proud of.

### **Tell us about a typical working day.**

I recently relocated my family out to the beautiful countryside of north Wales. I have my own office here which I use to connect remotely to Absolute's server and work as if I was still in London. A typical working day involves a lot of learning and serious





head-down 3D VFX work time, interspersed with phone calls, e-mails and lunchtime walks surrounded by beautiful scenery.

### **What's your career highlight so far?**

A few fantastic projects have been outstanding in both their challenges and rewards. Working on a huge viral 'TED 2023' film used to promote Ridley Scott's Prometheus movie was an amazing experience, as was working on a recent high-profile short film directed by Baz Luhrmann. The work I am most proud of, though, is the unicorn-filled piece we created for a 'First Utility' commercial a few years ago, which I was lucky enough to be CG supervisor on.



### **What tips would you give to someone wanting a career in your industry?**

Stick at it. It will get harder before it gets easier, but the results will be worth it. I get paid to make unicorns and weird creatures come to life – that could be you (if you like that sort of thing). Mostly though, just don't lose sight of how much bloody fun animation is – the creative challenges never end. Keep learning.

# CGFX

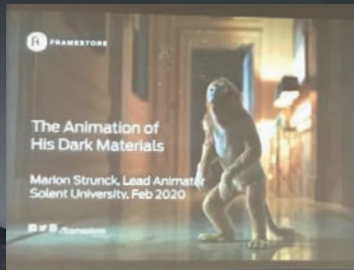
**CGFX is an annual event run at Solent, offering students the fantastic opportunity to hear from industry professionals and Solent alumni about careers in CGI, VFX, games and animation.**

Alex Pate, lecturer in CGI, said of the event: "At the moment, with such a big growth sector in the UK for this, it's a wonderful place to put these people together so they can learn about some of the wonderful things available to them when they finish university."

The 2020 event saw a huge array of speakers from organisations such as Rockstar, Aardman, Unity, LoveLove Film and Outpost, and students were offered the opportunity to ask questions and gain valuable insight and advice about the professional world.











## OLIVER MILES

BA (HONS) COMPUTER AND VIDEO GAMES  
—NOW KNOWN AS BA (HONS) COMPUTER  
GAMES (ART), GRADUATED 2010

3D ARTIST, PLAYFUSION

### How did university prepare you for your career?

I was learning how to 3D model as a hobby before I started the course, so I already had a passion for making art for games. The course helped me to build up my skill base using industry-standard tools. I was able to get a better understanding of game development as a whole and how the different disciplines work together when making games. I think just being around other students was a great way to bounce knowledge around and allowed me to learn a lot faster. Also, being on the course helped me get used to doing art at a quicker pace and for longer periods of time, as being in the games industry is a job at the end of the day and often you can be working long hours under pressure to hit deadlines.



# “THIS COURSE IS FOR YOU IF YOU FEEL THAT YOU WANT TO WORK IN THE GAMES INDUSTRY AND NEED TO LEARN THE CORE SKILLS REQUIRED TO LAND YOUR FIRST JOB.”

## **Favourite Solent memory?**

I think most of my favourite Solent memories were outside of the classroom, having had the opportunity to make a lot of good friends. However, working on my final major project with two of my peers was really fun as we had full creative licence to do what we wanted, and this meant that we had to work together and push the boundaries to achieve the grades we wanted.

## **Tell us about your career story so far.**

After graduating I moved back home, which was quite sad – leaving university life after three years. I started applying for any graduate 3D artist jobs I could find, which were pretty few and far between.

After no success for a year and being signed on Jobseekers, I got a part-time job in a supermarket. I worked there for a year – however, I kept working on my portfolio in my own time and began really focusing on creating really simple pieces of 3D art, but doing them well. I think this was the key to getting my first job.

So after two years I landed my first job at Jagex as a junior character artist. I was working on a game called 'Transformers Universe' and it delivered on every expectation of what I thought a job in games would be like – I enjoyed it thoroughly. I worked there for two and a half years and learnt heaps.

I then worked at Dambuster Studio in Nottingham for five months as an environment artist. This involved working with existing assets rather than making new stuff, having joined quite late into development. Fortunately I was asked to move back to Cambridge to work on a brand new IP for a new company at the time called PlayFusion, which is where I've been working for the last two years and it's a fantastic place to work.

## **Tell us what you are doing now – a typical working day.**

At PlayFusion I've had the opportunity to work on the game 'Lightseekers' from the very beginning as an artist. Throughout the project so far I've had the opportunity to make everything from game characters to level asset kits to models for production of physical toys. It's a massively creative role and at times I'm trusted to work on assets without specific concepts.

## **What's your career highlight so far?**

I was involved in a large portion of creating the physical toys on 'Lightseekers' as the game uses real-life toy interaction to play it. It was a challenge because everything had to be absolutely perfect – once it was sent off to the manufacturer there were no more changes that could be made. This meant close collaboration with the concept art team to really capture the magic we wanted to deliver. It's really rewarding seeing something you worked on turned into a toy, so that would be my career highlight so far.

## **In one sentence, what is your area of study to you?**

Being a 3D artist is about having the ability to be artistic while being able to understand the technical aspects of creating game art, in addition to having a strong problem-solving mentality.

## **What tips would you give to someone wanting a career in your industry?**

Focus on small simple pieces of art to go into your portfolio, but make them as close to industry standard as possible. Websites like ArtStation and Polycount are excellent resources to see what the current quality is for game art.

You have to put your own time in – a university course will show you the tools, point you in the right direction and place you with like-minded people, but you need to spend your own time mastering your trade because if you don't, someone else will, and they'll get the job.



# JOÃO PEREIRA

BA (HONS) COMPUTER  
GENERATED IMAGERY,  
STUDENT



## Tell us a bit about the CGI course.

A typical day consists of having lessons, working side-by-side with your classmates and having one-on-one feedback on your work with lecturers. You have all the support, a user-friendly system, brand new facilities and top-quality resources and materials to fully develop your projects and ideas towards your student and professional career.

There is a great mentorship process, and weekly feedback from the lecturers helps you to develop your process and bring your own vision to life.

## Any favourite projects you've worked on?

For a partnership between Solent University, Southampton Beechwood Junior School and City College, I was commissioned to create the 3D environments, based on a script, for a musical that the children developed called 'We Will Rock You'. The goal was to combine 3D environments with stage lights, special effects and sound effects so that it could be a great experience for parents and an unforgettable day for the children.





“THIS COURSE IS FOR YOU IF YOU ARE INTERESTED IN PURSUING A CAREER IN 3D VISUALISATION AND DESIGN, ARCHITECTURAL VISUALISATION, CONCEPT ART, ADVERTISING, MOTION GRAPHICS OR VISUAL EFFECTS.”



#### **What are your future career plans?**

After graduating, my plan is to work in the UK for a few years in a studio/company related to architectural 3D visualisation and design, in order to get professional experience, improve my skills and get more knowledge about the industry and how to manage a company.

Since I'm passionate about education and teaching, my final goal would be to be part of the educational system and able to help students bring their vision and ideas to life, assist them to discover their path in the industry, and give them the support they need to become artists, designers, entrepreneurs and most importantly, professionals.

#### **How do you feel Solent is helping you prepare for your future career?**

Solent is helping me to expand my network in the CGI/VFX industry. Due to the multicultural environment, we have the opportunity to learn different types of culture, approach, lifestyle and mind-set. I feel that I've been developing a better understanding and vision about societies and the people around us – and how important it is to create an environment where everyone feels safe, comfortable to share their opinion and have the tools and support to develop their own ideas, mind-set and career plans.

# COMPUTING AND INFORMATION TECHNOLOGY

	UCAS tariff points	Work placement opportunity	Foundation route available
BSc (Hons) Computer Systems and Networks Engineering	96-112	✓	✓
BSc (Hons) Computing	104-120	✓	✓
BSc (Hons) Cyber Security Management	104-120	✓	✓
BSc (Hons) Digital Design and Web Development	96-112	✓	✓
BSc (Hons) Software Engineering	104-120	✓	✓
Computing Foundation Year	48		

# COMPUTER ANIMATION, GAMES AND VFX

	UCAS tariff points	Work placement opportunity	Foundation route available
BA (Hons) Animation	104-120	✓	✓
BA (Hons) Computer Games (Art)	104-120	✓	✓
BA (Hons) Computer Games Design	104-120	✓	✓
BA (Hons) CGI and Visual Effects	104-120		
BA (Hons) Digital Arts (Top-up)	*		
BSc (Hons) Computer Games Technology	104-120	✓	✓
Foundation Year in Digital Arts	48		

\* Contact our admissions team for details on entry requirements: [ask@solent.ac.uk](mailto:ask@solent.ac.uk)

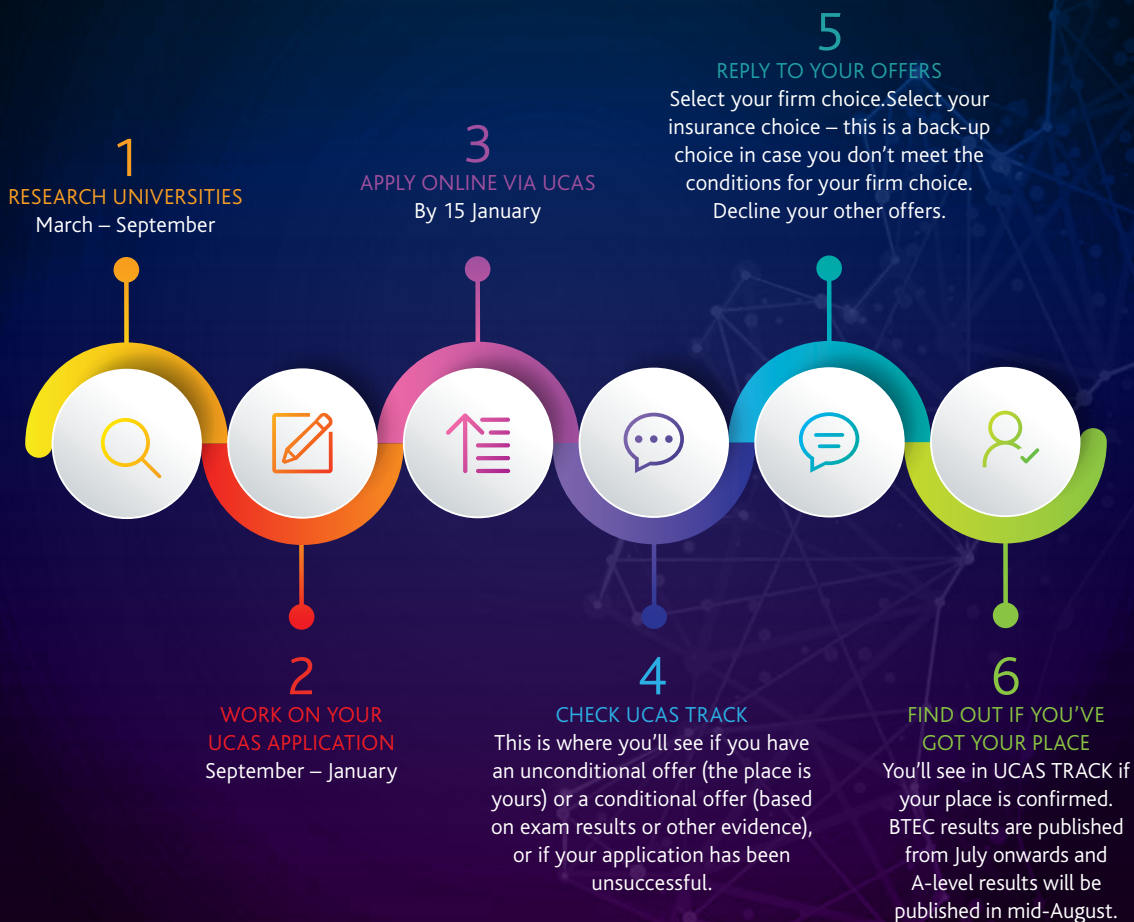


# HOW TO APPLY

Solent University code name: **SOLNT**

Solent University UCAS code: **S30**

[www.ucas.com](http://www.ucas.com)



# USEFUL LINKS



## OPEN DAYS

Our open days offer the perfect opportunity to explore the campus, meet the lecturers and find out more about the course you are interested in studying.

To book onto an open day, visit  
[www.solent.ac.uk/opendays](http://www.solent.ac.uk/opendays)



## FEES AND FINANCE

Are you worried about the cost of going to university? There's plenty of support on offer to ensure that financial circumstances don't prevent you from gaining a higher education.

For more information, visit  
[www.solent.ac.uk/finance](http://www.solent.ac.uk/finance)



## OUR STUDENT RESIDENCES

We have well-equipped student residences with fantastic study-bedrooms, right in the city centre and only a short walk from the main campus.

For more information, visit  
[www.solent.ac.uk/accommodation](http://www.solent.ac.uk/accommodation)



## 52 THINGS

Prepare for university in less than an hour each week with our tips, guides and quizzes.

For more information,  
visit [www.solent.ac.uk/52-things](http://www.solent.ac.uk/52-things)


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