HOW TO USE (delete this box): Replace everything in [square brackets] and delete anything you don't need. To swap a picture or QR code, right-click it and choose Change Picture. Keep it to one or two pages, then save as PDF to send. Creative layouts are great for people, but some online application systems (ATS) read plain layouts more reliably, so keep a plain version too (Template 01 Classic works well).

Optional banner: your own pixel art

Your icon

[YOUR NAME]

[Target job title, e.g. Game Designer] [Specialism]

[Town/City, Country] · [Phone] · [Email] · [yourwebsite or artstation.com/yourname] · [linkedin.com/in/yourname]

PROFILE *player one*

[Two or three lines: your discipline, years of experience, what you specialise in and the kind of role you want next.]

EXPERIENCE *quest log*

[Job title] · [Company name], [Town/City]
[Month Year] – [Present]

- [What you did, and the result. Start with a strong verb, e.g. Designed, Built, Led.]
- [A second achievement. Add a number if you can, e.g. 30+ props, 3 platforms.]
- [Optional third point. Keep each to one or two lines.]

[Job title] · [Company name], [Town/City]
[Month Year] – [Present]

- [What you did, and the result. Start with a strong verb, e.g. Designed, Built, Led.]
- [A second achievement. Add a number if you can, e.g. 30+ props, 3 platforms.]
- [Optional third point. Keep each to one or two lines.]

PROJECTS *side quests*

[Project name]: [one line: what it is and where to see it]

[Project name]: [one line]

SKILLS *abilities*

[Skill area]: [skill, skill, skill]

[Tools]: [software, engines, pipelines]

[Other]: [methods, languages, certificates]

EDUCATION *training*

[Qualification]
[University, college or course], [Year]

ALSO *bonus*

[Languages, awards, game jams, volunteering: delete if not needed]

[Right to work, e.g. Full right to work in the UK] | [Hybrid / remote / relocation]