

DANIEL JOSEPH MILLWARD

danmillward.co.uk

PERSONAL QUALITIES

- **Enthusiastic Team Player:** Energises group dynamics and fosters collaboration.
- **Independent and Organised:** Efficiently manages tasks with professionalism and attention to detail.
- **Quality-Driven:** Consistently works to meet and exceed high standards of quality.
- **Exceptional Customer Service Skills:** Provides outstanding support and builds positive relationships.
- **Versatile Leadership:** Effectively leads teams while also being receptive to guidance from others.
- **Strong Communicator:** Ensures clear, open dialogue with colleagues and clients alike.
- **Punctual and Reliable:** Always arrives on time and meets deadlines.
- **Pursuit of Perfection:** Continuously strives to improve and achieve excellence in all tasks.
- **Trustworthy and Responsible:** Dependable in handling responsibilities and maintaining confidentiality.
- **Calm Under Pressure:** Approaches challenges with a composed mindset, facilitating effective problem-solving.

EXPERIENCE

SEPTEMBER 2021 – JULY 2024

Website Maintenance / ScienceFutures UWE

- Managed website maintenance and optimisation for the School of Applied Sciences.
- Ensured continuous functionality, security, and regular backups of the website.
- Applied and expanded web development skills in a real-world setting.
- Highlighted the importance of a secure online presence for the institution.

Emmanuel Adukwu [Deputy Head of School]
07821067693



NOVEMBER 2021 – MAY 2022

Game Tester / Toxic Games

- Conducted quality assurance testing for the QUBE Remastered 10th Anniversary game.
- Evaluated graphics, mechanics, gameplay dynamics, and overall user experience.
- Collaborated with development teams to enhance game quality and integrity.

MAY 2021 – SEPTEMBER 2021

Website Design Intern / UWE School Of Applied Science

- Led the design and implementation of the "ScienceFutures" website.
- Translated innovative research and academic programs into a user-friendly digital platform.
- Crafted a visually engaging site that showcased the institution's commitment to scientific education and careers.
- Refined web development skills through hands-on experience

JUNE 2019 – OCTOBER 2023

Catering Manager / Bailey's – Sea Breeze

- Oversaw catering operations, ensuring high-quality food and service delivery.

- Managed staff schedules and shifts to optimise efficiency and maintain service standards.
- Rapidly became proficient in various kitchen and service roles due to staff shortages.
- Demonstrated precise communication and leadership in a fast-paced, high-pressure environment.
- Managed responsibilities including order processing, stock rotation, and business operations.

James Manning [Co-owner]
07886411648



JUNE 2017 – OCTOBER 2017

Commis Chef / Baylis Inns – Thatched Tavern

- Prepared main meals, starters, salads, and desserts.
- Assisted in establishing an online presence through website creation and social media management.

SEPTEMBER 2014 – JULY 2018

Commis Chef & Waiter / Church House Inn

- Progressed from Kitchen Porter to Chef through hard work and dedication.
- Expanded duties to include service roles, showcasing enthusiasm and a strong work ethic.
- Trained under Head Chef David Ward, enhancing culinary skills and knowledge.

David Ward [Head Chef]
01626 873987



Designer / Wotton Printers

- Collaborated with clients to design print and digital media.
- Built and maintained customer relationships to deliver products to specifications.
- Designed a new leaflet for Devon Libraries, demonstrating skill in customer relations and eagerness to learn.

EDUCATION

BSc(Hons) Games Technology / University of the West of England

My university journey in Games Technology was an immersive and dynamic exploration of the multifaceted world of game development. Delving into a comprehensive spectrum of game design and technology. From understanding the intricacies of game engine architecture to mastering the art of game level design, delving into AI, and honing my skills in game programming, the curriculum provided a holistic view of the gaming industry. The culmination of my academic endeavours was my dissertation, a deep dive into procedural generation and the integration of a design system that focused on creating unique entities, such as rooms, buildings, dungeons, cities & more. The system allowed designers freedom through parametric controls to tweak and perfect the design. This innovative approach not only showcased the synthesis of theoretical knowledge and practical skills gained throughout the program but also underscored my commitment to pushing the boundaries of creativity and technological advancement within the realm of game development.

UAL Diploma / Exeter College

I studied UAL Diploma TV & Film Studies at Exeter College. During my studies here I received 'The Best Film Award' for my final major project. My short film then went to be Runner up for 'Best Film' in the college Oscars. I feel this shows my determination and how I thrive for my achievements.

AS Levels / Teignmouth Sixth Form

At Teignmouth Sixth Form I studied Media Studies, IT and Mathematics. Here while studying and excelling in Media my love for film, media and games evolved.

Secondary Education / Teignmouth Community School

I have 14 GCSE certificates including Mathematics, English (Language and Literature), Sciences, Media studies, ICT, Design and technology, Engineering. All passed with B or above.

Activities & Hobbies

Electronics/Hardware Repair

I have an interest in building and repairing various technological devices, including troubleshooting and fixing computers, smartphones, and gaming consoles.

Travelling

I self-funded a gap year to travel across the United States. This experience enhanced my cross-cultural awareness and strengthened my planning and organisational skills. I aspire to explore more of the world.



Gaming/ Programming

In my spare time, I'm passionate about gaming and stay updated on industry advancements. I enjoy developing games, participating in game jams, and collecting retro games and consoles, with Donkey Kong being a favourite.



Sponsored Runs/ Activities

I took part in the Commando Challenge, raising funds for the DevonAir Ambulance and The Royal Marine Charity. With plans to take part in ToughMudder soon.

