Name: Alex Richardson - 10655818

Pathway: sound /films/concept art

Rationale: my short film was mediocre however the production went well mainly thanks to my directing and the editor Aiden. I could have been stricter with my team so we would get it done more efficiently. The best part of my game design was the concept art and treatment as I could not figure out unreal so my biggest weakness was unreal engine. I would like to do sound or a short film as I feel more comfortable and think I can do more with these subjects as a project.

Strengths: garage band, photoshop, illustrator, after effects

Weakness: unreal engine