

CONTACT

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 [LinkedIn Profile](#)

 [My Portfolio](#)

PROFILE

Highly motivated Game Developer with 2 years of industry experience using Unity and C#. Skilled in object-oriented programming with a focus on efficient, clean code. Currently based in Wales, UK (Happy to re-locate for roles).

Highly adaptable, with experience working in a team and communicating effectively with colleagues on projects. Always eager to learn new technologies, enhance professional skills, and to learn from peers.

Graduated Cardiff Metropolitan University (in 2021) with First-Class Honours in Computer Games Design and Development and awarded Student of the Year with a successfully published Undergraduate Dissertation to a peer-reviewed [Journal](#).

EDUCATION

Cardiff Metropolitan University 2018 – 2021

BSc (Hons) Computer Games Design and Development	First-Class
Game Development Dissertation Project	First (83.80%)
Advanced Mechanics	First (71.00%)
Designing and Implementing Game Mechanics	First (83.00%)
Real-Time Computer Graphics	First (91.00%)
Introduction to Level Design and Game Asset Creation	First (100.00%)

(Full verified record of achievements available upon request)

Coleg Ceredigion Aberystwyth 2016 – 2018

OCR Level 3 Cambridge Technical Extended Diploma in IT	Distinction* Distinction Distinction
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WORK EXPERIENCE

Goggleminds 2021-2023 (2 years, 1 month)

- Developed VR simulations and games (Single Player, and Multiplayer using Mirror).
- Created modular systems for in-game dialogue and task progression to easily add new tasks/dialogue options.
- Created custom tools/inspectors for more efficient development.
- Adapted VR simulations and games to desktop/WebGL; re-designing interactions for mouse and keyboard, and refactoring VR gameplay/task progression.
- Playtested and performed general bug fixing for both single and multiplayer gameplay.
- Animations: Set up complex character animations, utilising additive animation to create procedural animations for character dialogue and in-game events.

HOBBIES

I enjoy keeping fit particularly by playing football, which I have done since childhood. While studying at University I played for my hometown's women's team in the Welsh Premier Women's League for their away games in South Wales. Though I haven't played since, I hope to return to playing football on a more casual basis.

Gaming is my main passion. I enjoy games ranging from story-driven games like Horizon Zero Dawn/Forbidden West to battle royale games like Apex Legends. I find the game mechanics I encounter fascinating and I'm always curious to learn how they are implemented. This is what inspired me to study game development.

GAME JAMS

PirateSoftware Game Jam 14

I developed and implemented all the gameplay and AI navigation in our game '[Goblins & Clouds](#)' (my username: Midnight321)

Brackeys Game Jam 2022.2

I developed character controllers for both characters, a simple health system, and the intro cinematic to our platformer '[Pigeon & Pete](#)'.

Tranzfuser Employment Pathway

I developed the shooting, ammo management, destructibles, and designed the final level of our fast-paced runner '[Neo-Runner](#)'.