

AmberSky256@gmail.com

[Twitter Website](#)

AMBER CARR – Game's Developer

INTRODUCTION

Hi there, I'm Amber, a trans game designer focusing on unreal engine development. In the past few years I have been a full time carer for a family member alongside being a software developer at Bentley Motors, recently I have been relieved of my caring role and now I am looking to pursue a career in Games Development.

SKILLS

Software/languages: Python, C#, Mulesoft 4, Front-End Development, Unity, VSCode, Adobe Creative Suite, Unreal Engine, Autodesk Maya, Blender, Git/Github, SourceTree, Object-Oriented Programming, Slack, Trello.

Development: Multiplayer frameworks(local), physics-based animation, databases/structures, Mobile Development & Deployment.

Gameplay: Gameplay systems in numerous projects using UE4/5 and Unity, FPS mechanics, Enemy AI/Pathfinding, UI/UX, Player Inputs, Abilities, Narrative Driven Gameplay.

Other: Rapid Prototyping, Documentation, Design, System Planning & Implementation, Feedback Reflection & Integration, Communication, Teamwork.

EXPERIENCE

Unreal Engine Games Developer – 7 Years Experience

2015 – PRESENT

- Blueprints
- Gameplay systems
- Databases/structures
- Experience with VR Development

Software Developer – Bentley Motors

Feb 2021 – Oct 2021

- Self Managed Software Developer
- API Development
- Planned, Collaborated, Managed, Developed & Deployed Internal Mobile Apps

Overcooked 2 – Team17

QA Tester

2018

- QA at Team17 on Overcooked2

- A great learning experience and extremely insightful into the ongoings inside a big games studio.
- Although it was a one time experience I learned a lot about the QA side of the industry.

Game Developer & Team Leader – *Buccaners*

Apr 2019 – Feb 2020

- Responsible for all the coding within FPS projects
 - FPS movement, Abilities, Weapon scripting, AI, Gameplay Scripting
- Managing the team
 - Originally a 3 person team I was assigned Leader and was in charge of management, time planning, and overcoming obstacles.
- Game Designing
 - Project planning, Documentation, QA Feedback implementation, level design.

Game Programmer & Team Leader – *Egg Gang Games*

Feb 2020 – Current

- Tranzfuser 2020 Participants
- Developed 2 Projects, SuperMarket Mayhem, Three Days Of Freedom
- Currently Developing an FPS which was to be featured in E1M1 Magazine in October 2021

Freelance Game Designer – [Fiverr](#)

June 2022 – Current

- Overall 5★ Rating
- Worked on a wide variety of different projects including VR
- Focused On Unreal Engine

PROJECTS

[Action Priest](#) (Demo) **UE4** – FPS Game Demo Created in 2018, @EggGangGames we are currently working on a full indie game version of Action Priest which was to be featured in E1M1 Magazine Issue #8.

[Dreams of The End](#) (Prototype) **Unity** – My partners Successfully Kickstarted 2.5D genre bash adventure/puzzle game. I have been helping with development in my free time.

[Super Market Mayhem](#) (Demo) **UE4** – Part of Tranzfuser 2020 Super Market Mayhem is a local co-op party game where you and a group of friends frantically fight each other utilizing anything you can find. Physics Based Nightmare!!!

Mercury Retrograde (Prototype) **UE4** – My current personal project, it's a FPS hitmanesque game. Blending slow methodical gameplay & fast paced action with a mixed cyberpunk/milspec aesthetic and style reflected in gameplay.

QUALIFICATIONS

Bachelor's Degree: Games Design 2:1

Level 3 Diploma: Games Development DDM

8+ GCSE A-C: Including Maths, English, Science, IT