

Rory Lyons

Game developer with a strong foundation in problem-solving and computational thinking, holding an undergraduate degree in Mathematics and a Master's in Interactive Digital Media from Trinity's School of Computer Science. Experienced in designing and implementing gameplay systems, procedural content generation, and immersive player experiences. Active participant in multiple game jams, delivering innovative, playable prototypes under tight deadlines, alongside personal and collaborative projects spanning physics-based simulations, narrative puzzles, and shader-driven visuals.

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PROJECTS

Game Design Reel

2023–present
Insert link

Research Paper on Procedural Terrain Generation

2024
Written as part of B.A. in Mathematics

Research Paper on Game Design Friction

2025
Written as part of M.Sc. in Interactive Digital Media

EXPERIENCE

Game Jam Participant, *Lead Designer and Programmer*

June 2023 - PRESENT

- Completed multiple games either individually or as part of a team for game jam competitions.
- Developed core game mechanics and implemented algorithms to enhance gameplay.
- Collaborated with artists, designers, and other developers to deliver a polished final product within a tight deadline
- Games, ratings, reviews and comments can be viewed on my profile axelftv.itch.io

Aviva Stadium, Dublin — *Steward*

December 2021 - Present

Molesworth Gallery, Dublin — *Front of House Assistant*

2017 - Present

The Ivy Collection, Dublin — *Head Food Runner*

July 2018 - September 2019

SKILLS

C#, Unity, C++, Haskell, Lua,
MatLab, Godot

Problem-Solving and Analytical
Thinking

Data Analysis and Statistical
Modelling

Team Collaboration and Project
Management

EDUCATION

Trinity College Dublin

B.A. in Mathematics

Completed 2024

M.Sc. in Interactive Digital
Media

Completed 2025

University of Colorado

C# Programming for Unity
Game Development

October 2022 - November 2022

Taken online