

# Deniece Radford

Game Designer

## Contact

[denieceradford@gmail.com](mailto:denieceradford@gmail.com)

[LinkedIn](#)

[nieceyx.github.io/portfolio](https://nieceyx.github.io/portfolio)

GitHub: NieceyX

## Skills

### Software

- Unity
- Unreal Engine
- Pro Tools
- Jira
- Trello
- Perforce
- GitHub
- Git
- Bash

### Design

- Level Design
- Sound Design
- Narrative Design

### Programming

- C++
- C
- C#
- Python

## Education

### Master of Entertainment Arts and Engineering

University of Utah

Production Track

Graduation: May '24

### Bachelor of Science

Buena Vista University

Computer Science Major

Music Production Minor

Summa Cum Laude

Graduation: May '22

## Game Projects

### Get Off My Lawn (2023) – UE5

An alt-control game. Spray pesky children off your lawn with your hose, keep rocking in your chair to stay awake, and drink to gain powerups.

- Created Spring 2023
- Worked closely with other designers to create and design game mechanics and gameplay loop
- Created SFX and background music
- Designed and programmed main menu and tutorial interfaces
- Worked on a group of 10 students
- Nominated for [IndieCade 2023](#) Live Action Award
- Asked to be a part of IndieCade 2023 Night Games event

### Heart of Hampstead (2022) - Unity

Search for information through finding notes and talking to villagers. Decide what you think the truth is to unravel the mystery behind a strange object.

- Created Fall 2019 – Spring 2020
- Designed gameplay loop, character and item mechanics
- Worked closely with an artist for assets and game design
- Story-boarded and wrote narrative design, including multiple game endings
- Programmed the game using C#
- Constructed the level design

## Work Experience

### Graduate Teaching Assistant, University of Utah

Aug '22 - Present

- Work closely with Professors and students to provide game development expertise
- Grade assignments and provide feedback to help students overcome academic challenges
- Offer assistance and guidance to students to achieve success

### Internship, Gold Creek Games

Jan '22 – May '22

- Worked in Unity and C# to code game mechanics
- Diagnosed and fixed errors in game code
- Participated in daily stand-ups and explained tasks
- Worked with servers, wide arrange of assets, and others to create games for customers

### Work-study, Buena Vista University Information Technology

Aug '20 – Dec '21

- Provided face-to-face, phone, and online support to university students, staff, and other faculty
- Resolved intricate hardware and software issues faced by clients
- Solved and completed hundreds of help tickets issued by clients