

Deniece Radford

Contact

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(402) 490-3675

[LinkedIn](#)

nieceyx.github.io/portfolio

GitHub: NieceyX

Skills

Software

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

Programming

- C++
- C
- C#
- Python
- Unreal Blueprints

Education

Master of Entertainment Arts and Engineering

University of Utah

Graduation: May '24

Bachelor of Science

Buena Vista University

Computer Science Major

Music Production Minor

Summa Cum Laude

Graduation: May '22

Game Projects

Urban Nightmare (2024) – UE4

A found footage, first-person parkour game where you must escape a carnivorous city trying to eat you.

- Created Fall 2023 – Spring 2024
- Programmed the music and atmosphere audio system using Blueprints
- Created the gameplay music and main menu music
- Implemented and recorded character SFX
- Worked in a group of 12 students
- Releasing on Steam, and planning to release on Switch

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
- [2024 GDC alt-ctrl](#) Finalist

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

Programmer 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