Naomi Wirén
Games Programmer

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Notable Achievements

LBS Game Awards

My games were nominated for the LBS Game Awards 2017, 2018, and 2019, a nation-wide competition between upper secondary schools in Sweden.

Best of r/WritingPrompts 2019

Awarded for my short story "Picture of a Thousand Words" in the Reality Fiction category.

Professional Skillset

As a tools/gameplay programmer, I have been heavily invested in the industry since my early teenage years. My active interest in games development stems from a combination of my creative, yet critical thinking as well as from my headstrong passion for my projects and the challenges they present. Throughout my years of study, I have developed my leadership and teamworking skills to the point where I actively lead the team when the situation requires it.

- C++
- C#
- Java
- WPF/Windows Forms
- OpenGL
- DirectX
- Unity
- Adobe Photoshop
- Adobe Illustrator
- Blender

Education

University of Portsmouth

Computer Games Technology BSc (Hons)

2019 - 2023 (2:1)

Focused primarily on programming, with a generalist set of skills including leadership, pre-production planning, 3D asset creation, and game design fundamentals. Proficient in Unity, 3DS Max, Visual Studio 2019, Adobe Photoshop and Adobe Premiere Pro.

LBS Lund

Technology Programme (Graduated with the equivalent of ~BCC in A-levels)

2016 - 2019

Studied in the design and product development branch, with a focus on games development. Passed every programming class with the highest possible marks (A). Focused on attention theory for the final year project.

Relevant Experience

Games Programmer
Kingdom Jump
(July 2020 - October 2020)

A mobile game developed under contract work for Pineapple Studios. Worked extensively on enemy AI in C#.

Game Developer
Delivery Demolition
(September 2019 - Ongoing)

A personal side-project in Unity I'm working on between contracts. Single-handedly designed, developed, and marketed the game.

C# Programmer & Marketer
Caribbean Waters
(December 2018 - May 2019)

A sandbox party game developed as part of an entrepreneurship course at LBS Lund.
- Diligently implemented most gameplay systems, including the player movement and interaction, shop system, quest system, and the ship systems. This led to a complete vertical slice for a major-scale game in the span of 5 months whilst working on other subjects' schoolwork.
- Took charge of marketing both the game and the company LowResViews on multiple social media platforms. The marketing led to the company leading the entrepreneurship course, UF, to actively notice us.

Substitute Teacher
LBS Lund, Sweden - Game Design and English
(August 2019 - September 2019)

Taught the game design students about how to look for inspiration for their games, as well as thinking about how their games will challenge a player.

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Positions of Responsibility

Student Representative
(University of Portsmouth 2019 - Ongoing)

- Actively reached out to students regarding improving the course modules and the university in its entirety.
- Brought up issues of importance to the course leader.

Chairwoman of the Development Committee
(LBS Lund 2018 - 2019)

Started and single-handedly developed a committee under the student body with the intent of improving the average quality of work of the school. This initiative combined with the Equality and Dignity Committee led to the school being awarded for the best social contribution out of all gymnasium schools in Sweden 2018.

Class Representative for Graduation
(LBS Lund June 2018 - June 2019)

- Took initiative to handle the graduation hurdles during the final year of gymnasium. This includes graduation hats, flatbed ride, champagne breakfast, plate necklaces and sheet signs.
- Was partially responsible for achieving a deal with a graduation hat company that gave every student a discount.
- Helped the second year students come to a similar deal for graduation hats.

Testimonials

André Dilles
Head Teacher of Programming at LBS Lund

Naomi is an ambitious and driven student that doesn't back down from challenges and keeps pushing her own limits. She's creative and a problem solver and she always seeks new ways to improve herself. She's an excellent programmer as well as a Game Designer, with experience in both C# and C++ she has a mind for what's doable in terms of Game Design.

References

Dr. Neil Dansey
Principal Lecturer at the University of Portsmouth
neil.dansey@port.ac.uk

Matthew Higgins
Lecturer/PhD Student at the University of Portsmouth
matthew.higgins@port.ac.uk

Further references available on request

Interests

Story-Driven Games - *Personal favourites include the Mass Effect series and Phoenix Wright: Ace Attorney.*

Esports - *Specifically FPS-based esports, such as Overwatch, Valorant, or Counter-Strike: Global Offensive.*

Movies and Cinema - *Not just the movies themselves, but also how they were made and the inticacies of creating a film.*

Writing - *I write a lot of short stories in my spare time, ranging from slice-of-life reality to dystopian futures.*

Planning and Running Events - *I like to see the work being put in and yielding results that people enjoy.*