

Quinn McNeil

Quinn.A.Mcneil@gmail.com

She/Her

EMPLOYMENT

Tidy Games — Gameplay Programmer

August 2018 - June 2024

Working on various serious games and projects using games technology while developing IP prototypes.

- PC, VR, and Mobile development
- **Unity** and **Unreal** development
- Working with external clients and companies

University of the West of England — Senior Lecturer

June 2022 - PRESENT (Part Time)

Designing modules and teaching content to students on the **Games Technology BSC** and **Commercial Games Development MSC**, as well as marking submissions and providing feedback.

- Teaching **C++**, **Python**, and **Unity**
- Designing modules to achieve learning objectives
- Managing my own time to achieve deadlines

The Foundry — Project Manager & Developer

December 2021 - June 2024

Assisting and handling multiple short term projects with student led teams. My tasks varied between development, design, and project management.

- Working with clients and developers
- Setting milestones and managing teams to hit deadlines

DREEm: — Data Scientist

October 2021 - May 2022

Creating and maintaining a database using data from Companies House and then developing a system to produce various graphs on a monthly schedule.

- Developing in Python and SQL
- Maintaining a large database
- Researching and providing insight on statistics

EDUCATION

University of the West of England Games Technology BSC (TIGA accredited)

2017 - 2021

First Class with Honours. Graduated at the top of her class.

- Completed Projects using DirectX, C++, Unity and Unreal



PROFILE

A games developer with 8 years of programming experience focused on gameplay systems and AI.

PORTFOLIO

[Quinnbug.github.io](https://github.com/Quinnbug)

SKILLS

Proficient Languages

C# (8 years)

C++ (6 years)

Python (5 years)

Competent Languages

HTML (2 years)

CSS (2 years)

SQL (1 year)

Engines / Frameworks

Unity (7 years)

Unreal (3 years)

SFML (2 years)

DirectXTK (1 year)

Platforms / Hardware

PC

Mobile

Virtual Reality

Augmented Reality

PlayStation 5

AWARDS

TIGA Graduate of the year
2021

HOBBIES

Tabletop games
Reading (Fantasy / Sci-Fi)
Magic: The Gathering