Laura Walker

Unity Developer

CONTACT:

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Portfolio

https://lw-portfolio.notion.site/Laura-Walker-c54227a5b91e440faf0abcecf3d0d0c3

SUMMARY

SOFTWARE:

- Unity
- · C#
- · Git
- Illustrator
- MS Office
- · Python
- After Effects

STRENGTHS:

- Self-starter and quick to learn
- · Organized and practical
- Analytical and visual thinker
- Solid coding fundamentals
- Team player with a can-do attitude
- · Computer savvy
- · Dry sense of humour

PROJECTS

DOTI MEMORY | Nov 2021

2D picture matching mobile game available on the Google Play Store.

I was joined by my sister who helped with the artwork, game design and getting it on the Play Store.

Tools used: Unity | C# | Illustrator | After Effects

Features:

- · Radial bar and text field (signboard) display player progress
- · Additional themes and cards are unlocked during gameplay
- · Cards resize depending on the number of cards in the round
- Endless mode with score keeping for completed themes
- · Settings menu to customize sound and music preferences
- Sound effects and background music
- · Camera view adjusts for different screen sizes using Cinemachine
- · Basic save system for player progress and settings using PlayerPrefs
- Life system with addition lives being added in stages
- · Simple animation to show when a life was used

Additional Tasks:

- · Configured the build settings including splash screen, icon, and quality settings
- · Collaborated on the concept, game play and game mechanics
- · Assisted with account setup and publishing process
- · Designed the logo name and icon
- · Created the card images for the transport, potions, harvest, and hard themes
- Produced the preview images and video used on the store listing



ODD JOBS | June 2022

Mini 2D questing game where you need to accept and complete delivery quests.

Tools used: Unity | C# | Illustrator | Unity Assets

Features:

- · 2D Tilemaps
- Grid based movement
- Movement limited to the road
- · Basic inventory and shop system
- Questing system
- · Popup window with state dependant dialogue
- · Sleep feature that resets the day and crossfades
- Exchange system using slider and toggle UI
- · Editor tool for positioning trigger colliders on NPCs

Additional Tasks:

- · Created character and background images
- · Decided on the design layout of the project

BARREL BLOCKER | Jun 2021

Mini 3D game where the player needs to hide behind objects to escape waves of enemies.

Tools used: Unity | C# | Unity Assets

Features:

- · Player can pick up, carry, drop and snap objects
- · Indicates when a player can interact with an object
- · Scene reloads to try again after game is over
- Includes sound and particle effects
- Has different animation states
- · Timer and wave system that increase with each loop
- · Enemy spawner with enemies that follow the player

HIRAGANA APP | Apr 2021

Simple desktop app to practise writing Japanese Hiragana characters.

Tools used: Python | Tkinter

Features:

- · Hover-over popup window explaining how the app works
- · Can select which column to practise
- · Characters are displayed in random order each time
- The Random button displays five random characters from the entire alphabet
- · The Refresh button allows you select a different option
- · Buttons are disabled and enabled during different stages of use
- · Canvases are drawn on while holding the left mouse button
- Canvases are cleared by clicking the right mouse button

EMPLOYMENT HISTORY

UNITY DEVELOPER (VOLUNTEER) | 05.2022 – present

Fireslug Studios Ltd. | Grange-over-Sands, UK

SOLIDWORKS FREELANCER | 10.2018 – present

DrawLine Ltd. | Grange-over-Sands, UK

CAD DESIGNER | 07.2015 - 07.2018

Cerex AG | Bleienbach, Switzerland

DRAUGHTSPERSON / CAD OPERATOR | 12.2012 - 04.2015

Centurion Systems (Pty) Ltd | Johannesburg, South Africa

OTHER

INTERESTS

Anime | Icon Design | Nature and Conservation | Eastern Philosophy

SOME OF MY FAVOURITE GAMES

Creativerse | Garden Paws | Deep Rock Galactic | My Time at Portia | Raft | Overcooked | Unrailed | No Man's Sky | Don't Starve Together | Dungeon Defenders | Divinity | WoW | Diablo | The Forest

LANGUAGES

English Fluent | Afrikaans Fluent | German Intermediate | Japanese Beginner