

Laura Walker

Unity Developer

CONTACT:

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SUMMARY

SOFTWARE:

- Unity intermediate
- C# intermediate
- Git basic
- Python basic
- Illustrator experienced
- After Effects basic
- MS Office experienced

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 | [Code](#) | [Published](#) | [Art](#)

A 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.

Software used: Unity | C# in Visual Studio | Illustrator | After Effects

Coding / Unity

- Built game using only UI elements
- Used Coroutine to control game events and timing
- Utilized radial bar and text fields to display player progress
- Provided access to themes and cards as the player progresses
- Resized cards depending on the number of cards in the round
- Added an endless mode with score keeping for completed themes
- Created a settings menu to control and save audio settings
- Sourced and implemented SFX and background music
- Used Cinemachine to adjust the camera view for different screen sizes
- Created a basic save system for player progress using PlayerPrefs
- Implemented a life system with addition lives being added in stages
- Added a simple animation to show when a life was used
- Configured the build settings including splash screen, icon, and quality settings

Artwork /Design

- 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

BARREL BLOCKER | Jun 2021 | [Code](#) | [Demo](#)

A 3D game where the player needs to hide behind objects to escape advancing enemies.

Software used: Unity | C# in Visual Studio

- Used ray cast and other collision detection methods
- Worked with sound and particle effects
- Applied animations depending on the player's action
- Implemented a timer system
- Used an enemy spawner with enemies that follow the player
- Indicated when a player is close enough to an object and when it has been picked up
- Added a Minimap

HIRAGANA APP | Apr 2021 | [Code](#) | [Demo](#)

A simple desktop app to practise writing Japanese Hiragana characters.

Software used: Python | Tkinter

- Used nested dictionary to access each sound and its corresponding symbol
- Used classes to create the columns and answer blocks
- Disabled and enabled buttons during different stages
- Added a random function to select five random characters from the entire alphabet
- Created a canvas that can be drawn on and cleared
- Implemented a popup window explaining how the app works
- Decided on the layout and sourced the images

EMPLOYMENT HISTORY

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 | 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 | Unrained | No Man's Sky | Don't Starve Together | Dungeon Defenders | Divinity | WoW | Diablo | The Forest

LANGUAGES

English Fluent | Afrikaans Fluent | German Intermediate | Japanese Beginner