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|  |  | Declan Cullen |
| Profile As an experienced Game Designer with a strong background in programming and narrative design, I've spent years crafting vertical slices to refine game features and create engaging player experiences. My passion for creativity and problem-solving has driven me to excel in developing interactive experiences.  Now, I'm excited to apply my skills to a role that bridges game design and technical design. I'm eager to support a team in bringing their stories to life on an interactive platform, collaborating closely with creatives to design the player journeys. CONTACT Portfolio:  [Declan Cullen's Portfolio (declan0077.github.io)](https://declan0077.github.io/)  EMAIL ADDRESS:  Declanmichaelcullen@gmail.com HOBBIES History  Gaming  3D Modelling  Tabletop games Skills Unity  Unreal engine  Photon  Maya  Blender  Jira |  | EDUCATION **University of Suffolk**  2019-2022  Grade: 2:1  **Falmouth University**  2023-2024  Grade: Distinction WORK EXPERIENCE **Ormiston Families** **Game Designer**  Feb 2022-May 2022   * Created and managed multiplayer system architecture * Ensured design adherence to thematic elements and project specifications   **Tesco’s** **Team member**  Nov 2022-Aug 2023   * Developed strong customer service and teamwork skills * Gained experience in a fast-paced retail environment  Projects **VR Safety Training simulation** **Solo**   * Developed an interactive virtual reality safety training program. * Focused on teaching correct procedures and methods for workplace safety.   **Arkcarmic Descent** **Lead Designer – Team of five**   * Spearheaded overall game design from initial level prototyping to concept implementation * Designed and implemented a destructible physics system * Utilized Agile methodologies to manage team workflow and meet project deadlines.   **The Last catch** **Solo**   * Conceptualized and developed a game inspired by environmental issues * Abstracted complex themes of overfishing and ecosystem damage into a Minesweeper-style game mechanic * Demonstrated ability to translate real-world issues into engaging gameplay experiences.  Achievements  * Awarded as an outstanding student with Celebrating Success 2018 for college course * Rising Star of the Year for Media at South Essex College * Showcased work in Falmouth EXPO 2024 |