

# FLINN FRAHER

TECHNICAL GAMES DESIGNER

*References Available Upon Request*

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<https://flinn-fraher.github.io>

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## SKILLS

### DESIGN

- Gameplay System Design/Scripting
- Rapid Prototyping
- Design Documentation
- Level Design & blockout

### ENGINES

- Unreal Engine 4/5
- Unity

### PROGRAMMING &

#### APIS

- C++ & Kismet
- C#
- Python & PyGame
- Unreal Blueprints
- HTML, CSS
- SDL
- SFML

### SOFTWARE

- Autodesk 3Ds Max
- Blender
- Visual Studio
- JetBrains Rider for Unreal
- Photoshop, Illustrator, Premiere
- Microsoft Excel, Word, PowerPoint
- JIRA, Trello

## RECENT GAME PROJECTS

### CASE CLOSED | POINT & CLICK GAMEPLAY FRAMEWORK | GAME DESIGNER/PROGRAMMER | UE4

Case Closed is a vertical slice of a point and click game, made using a gameplay framework I created inside Unreal Engine 4 utilising a mixture of C++ and Blueprints.

### ANIMATRONICS: ROBOT CREATOR | CHARACTER CREATOR/EDITOR USING PROCEDURAL ANIMATION | UE4

A runtime robot character creator made inside Unreal Engine 4 using Blueprints and C++. Entirely procedurally driven animation utilising Unreal Engine's Control Rig plugin.

### THE BIGGER PICTURE | 2D/3D PUZZLE PLATFORMER | UNITY

2D puzzle platformer taking place inside a dynamic 3D environment, where a 2D space is projected onto various 3D surfaces. Utilises a custom-made event-driven camera system with editor-controlled Bezier curves controlling camera movement.

## EDUCATION

### 2018-2022 STAFFORDSHIRE UNIVERSITY – COMPUTER GAMES DESIGN & PROGRAMMING (BSC)

Average Grade in second year - 80%

### 2015-2017 THE ACADEMY @ RIDGEWOOD TRUST – A LEVELS

Computer Science, Maths, Electronics, English Literature

## EXPERIENCE

### SENIOR COLLABORATIVE GAMES & TESTING | STAFFORDSHIRE UNIVERSITY | JAN 2022 – JUNE 2022

Appointed lead of the technical discipline of our team managing task allocation via JIRA. Worked with a group of 19 people in different game development disciplines to create a game in a simulated industry environment from scratch.