



# FLINN FRAHER

Games Technical Designer

## CONTACT

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## SKILLS

### Programming & APIs

- > C++
- > (Kismet, SDL, SFML, ...)
- > C#
- > Unreal Blueprints
- > Unreal Materials & Niagara
- > Python
- > (PyGame, Manim, NumPy, ...)
- > HTML, CSS, JavaScript

### Design

- > Design Documentation
- > Design Diagrams
- > Rapid Prototyping
- > Gameplay Design & Scripting
- > Level Design & Blockouts

### Software & Tools

- > Blender
- > Autodesk 3Ds Max
- > Visual Studio
- > GitHub
- > JIRA
- > Trello
- > Adobe Creative Suite
- > Microsoft Office Suite

### Languages

English  
Spanish (Basic)

## REFERENCES

Available upon request

Dependable, adaptable and passionate Games Technical Designer based in the UK. First-class graduate from Staffordshire University with over 3 years of experience using Unity and Unreal Engine. Enthusiastic about creating entertaining and meaningful gameplay experiences from conception to completion.

## ACCOLADES

2022 TIGA Games Technology Graduate of the Year

## EXPERIENCE

Jan 2022 - June 2022

### Senior Collaborative Games & Testing Module | Staffordshire University

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

## RECENT PROJECTS

UE4 | C++ **Animatronics: Robot Creator**

Character Creator/Editor Using Procedural Animation  
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.

UE4 | C++ **Case Closed**

Point & Click Gameplay Framework  
Vertical slice of a point and click game, made using an adaptable gameplay framework I created inside Unreal Engine 4.

Unity | C# **The Bigger Picture**

2D/3D Puzzle Platformer  
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.

SDL | C++ **SDL Mario Maker**

2D Mario Maker clone  
Serialized mario-style map editor written entirely in C++ using SDL. Features a custom-made UI layer with text rendering, serialized maps and AABB collision detection.

## EDUCATION

📅 2018 - 2022  
📍 Staffordshire University

(BSc) Games Design & Programming  
First Class Honours

📅 2015 - 2017  
📍 Ridgewood School

A-Levels  
Computer Science, Mathematics,  
Electronics