

FLINN FRAHER

Games Programmer & Designer

CONTACT

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📍 Doncaster

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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

Passionate, dependable and experienced games developer, based in the UK. First class graduate from Staffordshire University with over 3 years of experience leveraging Unity and Unreal Engine to create memorable gameplay experiences.

🏆 ACCOLADES

- 2022 TIGA Games Technology Graduate of the Year
- 2022 Tranzfuser Participant - Jawbyte Games

📁 EXPERIENCE

May 2022 - Present **Technical Designer | Jawbyte Games**

- > Designed complimentary, unique game mechanics that fit inside existing design pillars
- > Implemented several core frameworks inside Unreal Engine using C++
- > Runtime socket-based editor for the player pawn with serialization
- > Event-driven gameplay ability system for player abilities
- > Designer-friendly dialogue framework, with a command parser
- > Helped create and deliver the game's presentation pitch to interested parties & publishers

⚙️ PROJECT PORTFOLIO

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, 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