



# FLINN FRAHER

Games Technical Designer

## CONTACT

✉ Flinn.Fraher@gmail.com  
☎ +44 7401093890  
📍 Doncaster

🏠 flinn-fraher.github.io  
in Flinn Fraher  
🐦 @Flinn\_Fraher

## SKILLS

### Programming & APIs

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

### 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 ●●●●●●

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  
Mario-Maker 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