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

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

Design

Skill	Rating
Design Documentation	●●●●○
Design Diagrams	●●●●○
Rapid Prototyping	●●●●○
Gameplay Design & Scripting	●●●●○
Level Design & Blockouts	●●●●○

Software & Tools

Skill	Rating
Blender	●●●○○
Autodesk 3Ds Max	●●○○○
Visual Studio	●●●●○
GitHub	●●●●○
JIRA	●●●○○
Trello	●●●●○
Adobe Creative Suite	●●●○○
Microsoft Office Suite	●●●●○

Languages

Language	Rating
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
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

📅 2018 - 2022
📍 Ridgewood School

A-Levels
Computer Science, Mathematics, Electronics