

Tori Miller

Technical Games Designer

07951996606

contact.torimiller@gmail.com

<https://nestrd.github.io>

Objective

A game developer with an MSc in Computer Games Design, currently seeking Technical Designer roles, with a focus in gameplay mechanics and systems design. Currently developing a Game Republic 1st place 'Best Team' winning systems-heavy card strategy game as a team of twelve and developing a second personal project for NPC/AI behaviors and routines in an open-world environment.

Skills & Tools

Design

Game design documents
Technical design documents
Gameplay systems design
3Cs design
Prototyping & Balancing
Audio systems

Programming

Systems implementation
Visual scripting (Blueprints)
C# & C++ languages
HTML & CSS

Programming

Unreal Engine 4/5
Unity Engine

Project Management

JIRA
Confluence
Trello
GitHub Desktop

Software

3DS Max 2023
Substance Designer/Painter
Adobe Photoshop/Illustrator
Adobe Premier/After Effects
ZBrush
Audacity
FL Studio 12
Microsoft Word/Excel
Google Docs/Sheets

Soft Skills

Clear communication
Time management
Demonstrating concepts
Pitching and presentation
Teamwork oriented
Empathetic listener
Leadership
Drive for personal growth

Projects

Into The Abyss – Project Lead, Design & Development

March 2024 – Ongoing

- Developed in Unreal Engine 5.2 for Windows PC.
- Card-based tactics game designed for casual audience.
- Showcases narrative and complex systems for a larger scale project intended for market on Steam and Itch.io.
- Originally team lead and sole developer in team of five artists.
- As of August 2024, six devs were added to the project.

Staffsverse, Staffordshire University – Lead Designer

July 2022 – June 2024

- Developed in UEFN for cross-platform.
- Winner of TIGA 2022 Education Initiative and Talent Development Award.
- Since 2024, leading design/technical team based in London for expansion of project.
- Responsible for core gameplay decisions, prototyping and communications between design, tech and art.
- Virtual recreation of Staffordshire University.

Companion Plus – Developer

September 2022 – July 2023

- Developed in Unity 2021 LTS for Android.
- Virtual pet simulator that links up to real-world pet.
- Device on pet collar gamifies pet steps during walks.
- For the Staffordshire University module 'Independent Games Technology Project'.
- Updated a plugin by Christophe Geske for project use.

Critterball Boom – Senior Game/Technical Designer

September 2022 – May 2023

- Developed in Unreal Engine 5.0.3 for Windows PC.
- Competitive turn based PvP action game.
- Teams of two work together to reach the end goal.
- For the Staffordshire University module 'Senior Collaborative Games Development & Testing'.

Fellow Bubs – Designer, Artist, Musician

June 11th2021 – June 13th2021

- Developed in Unity 2021 LTS for Windows PC & Linux.
- Character platformer and logic puzzle hybrid.
- Created for GMTK Game Jam 2021.
- Ranked #2957 out of #5,710 entries.

Education

Staffordshire University – MSc Computer Games Design

September 2023 – August 2024

- Systems Design, Advanced Games Design & Project Management (Unreal 5.2)
- Advanced Rapid Games Prototyping (Unity)

Staffordshire University – BSc Computer Games Design

September 2020 – July 2023

- Technical Games Design (Unreal 5.0.3)
- 3D Games Design & Development (Unreal 4.27)
- Advanced Rapid Games Prototyping (Unity)
- 3D Environment Modelling for Games (Substance, 3DS Max, ZBrush)

Staffordshire University – Masterclass in Design Thinking for Digital Innovation

August 2022

- Identifying customer avatars for concepting products
- Masterclass on developing an entrepreneurial mindset
- Covering how to create a start-up business

University of Chester – HNC Design & Animation

September 2014 – July 2015

- Modelling & Animation for Games
- Film & TV Studies
- Life Drawing classes
- Mock Media Pitches & Presentation Skills

Achievements



Best Team category,
Game Republic
Showcase 2024



MSc Design category,
Staffs University
GradEx 2024



Game Tech category,
Game Republic
Showcase 2023

- Technical Design for the 1UP Scheme at Staffordshire University, nominated for 'Best Education Initiative' in 2022, and shortlisted for 'Best Puzzle Game' and 'Best Arcade Game' in 2023.
- Raised funds for Macmillian Cancer Support in July 2022.
- Moved the Shadow Foam business from hand-cut products to CAD and laser cut products, drastically decreasing manufacture times throughout 2018.

Interests & Hobbies



Musician, solo artist
and composer



Natural and urban
photography



Film enthusiast

References

References are available upon request. Please contact by telephone number or email address.