

Tori Miller

Technical Games Designer

07951996606

contact.torimiller@gmail.com

nestrd.github.io

Objective

An undergraduate student studying Level 6 BSc Computer Games Design at Staffordshire University, looking to apply for technical games design roles, with a focus in gameplay and systems design, as well as prototyping and implementation for Unity and Unreal Engine 4/5. Currently developing a final year project focusing on Extended Reality gameplay and games as tools for everyday life.

Skills & Tools

Design

Game design documents
Technical design documents
Gameplay systems design
3C's design
Prototyping & Balancing
Audio systems

Programming

Visual scripting (Blueprints)
C#/C language
HTML & CSS

Engines

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
Demonstrating concepts
Pitching and presentation
Teamwork oriented
Leadership
Drive for personal growth
Time management

Projects

Critterball Boom – Senior Game/Tech 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'

NFC-For-Unity-Android-2021LTS – Developer

November 22nd 2022

- An updated plugin for Unity 2021 LTS onwards
- Originally created by Christophe Geske for Unity 2017

Staffsverse, Staffordshire University – Lead Designer

July 2022 – August 2022

- Developed in Unreal Engine 5.0.3 for Windows PC
- Winner of TIGA 2022 Education Initiative and Talent Development Award
- Responsible for core gameplay decisions, prototyping and communications between design, tech and art
- Metaverse recreation of Staffordshire University

Corpominer – Junior Game Designer

September 2021 – May 2022

- Developed in Unreal Engine 4.27 for Windows PC
- Single player task-based simulation 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 11th 2021 – June 13th 2021

- 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

Bomb Dog – Mini-Game Designer, UI Artist

January 27th 2021 – January 31st 2021

- Developed in Unreal Engine 4.27 for Windows PC
- Single player mini-game driven 3D platformer
- Created for Global Games Jam 2021

Education

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

University of Chester – Foundation Art & Design

September 2013 – July 2014

- Fine Art
- Textiles
- Graphic Design
- Media Studies

Achievements

- Raised funds for Macmillian Cancer Support in July 2022
- Moved the Shadow Foam business from handmade products to CAD and laser cut products, drastically decreasing manufacture times throughout 2018

Interests



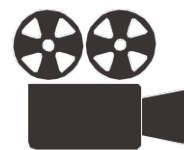
Fighting Game Society,
Communications



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.