

Tori Miller

Technical Games Designer

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🌐 <https://nestrd.github.io>

Objective

A student studying MSc Computer Games Design at Staffordshire University, 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 six, and 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 – Design & Development

March 2024 – August 2024

- Developed in Unreal Engine 5.2 for Windows PC.
- Card-based tactics game designed for casual audience.
- Team lead and sole developer in team of five artists.
- Showcases narrative and complex systems for a larger scale project intended for market on Steam and Itch.io.

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 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.

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

University of Chester – Foundation Art & Design

September 2013 – July 2014

- Fine Art
- Textiles
- Graphic Design
- Media Studies

Achievements

- 1st place in Best Team category at the Game Republic Student Showcase in 2024.
- 2nd place in MSc Design category at Staffordshire University's GradEx Showcase in 2024.
- 3rd place in Game Technology category at the Game Republic Student Showcase in 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



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.