

# Tori Miller

## Technical Games Designer

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### Objective

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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

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#### 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

### Experience

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#### 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'

#### 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

#### Fellow Bubs – Designer, Artist, Musician

*June 11<sup>th</sup> 2021 - June 13<sup>th</sup> 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

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### **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)

### **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 & Interests

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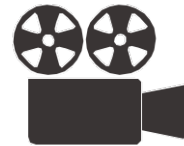
Fighting Game Society,  
Communications



Musician, solo artist  
and composer



Natural and urban  
photography



Film enthusiast

## References

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