

# Rin Tian | Graduate Game Developer

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## Profile

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Recent graduate of **BSc Computer Science** with **First Class Honours**, interested in projects that combine **coding** and **graphics**. Looking to further develop programming skill set, gain real life experience, and improve creativity.

## Skills

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**Technical:** Unity 2D, C# • Python 3, Java • Version Control with Git • Krita

**Soft:** Attention to detail • Creativity • Continuous Learning • Presentation • Teamwork • Communication • Organisation

## Recent Projects

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- [Role Playing Game to teach cybersecurity to novices, 05/2023:](#) **Dissertation** project with **4** game levels covering encryption and phishing concepts, created in **Unity** engine and coded with **C#**. Wrote and followed a 12-week **time plan**, **organised** research material using the note taking app **Obsidian**. Modified **Creative Commons** assets and **drew** own assets using **Krita**. Conducted **user testing** with **5** participants following approval of the university's **ethics committee**. Scored **74%** in the assessment.
- [Psychological Horror Game Research and Prototype, 01/2023:](#) Conducted a **survey** with **19** responses to **design** an effective psychological horror game that raises awareness of autism. **Presented** research findings as a poster to class of **50** students. Laid out research **findings** on a [Miro](#) board. **Designed** the game's **prototype** using [Figma](#). Exchanged **feedback** with members of a **team** of **4** throughout the project to aid in their individual research. Scored **83%** in the assessment. Continues to expand the world, characters, and storyline to create a full-length video game from the prototype.
- [Puzzle Dungeon game, 05/2022:](#) **Led** a **team** of **3** to meet **client** requirements for a **multiplayer** puzzle game over a 2-semester period. Used the **Unity** game engine with the **Mirror library** to create the game. Used **GitLab** to keep track of changes by team members. **Presented** game progress in 2 client **meetings**. Scored **66%** in the assessment.

## Work Experience

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- **Game Developer work experience at Cloth Cat, Cardiff, 10/2023:** Self-study of **Unity 3D**, **Godot**, and **Blender**. Created a horror game level environment in Unity 3D and a scene of a monster in Blender.

## Education

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**Venture Graduates Digital Bootcamp, 09/2023:** Learned topics such as UI design, Marketing, Project Management, Digital Communication & Collaboration

**Cardiff University, Cardiff, 2020-2023:** BSc Computer Science with Security and Forensics | First Class Honours

- **Relevant modules:** Object Orientation Algorithms and Data Structures, Human-Computer Interaction, Design Thinking and Prototyping for UX, Developing Quality Software

**Badminton School, Bristol, 2015-2020:** GCSE: 9 A\*s, 1 A | A-level: A\*AAB