Daniel Saunders

Game Designer

Email xaundersd@gmail.com

Portfolio https://xaunders.work

LinkedIn https://www.linkedin.com/in/xaundersd/

Education

Staffordshire University

BSc (Hons) Computer Games Design

Grade Achieved : 1st

Studied from 2016 - 2019

Northbrook College

UAL Extended Diploma in Creative Media Production and Technology

Grade Achieved : Merit

Studied from 2015 – 2016

BTEC Subsidiary Diploma in Creative Media Production (Games Development)

Grade Achieved : Distinction

Studied from 2014 - 2015

St. Andrews C of E High School

10 GSCEs including Maths (C) and English (B + C)

Projects

- Under the Veil – a solo game development project where I was responsible for designing and scripting many game systems including AI, movement, lighting, interaction and objectives for stealth gameplay.
- Hex'n'Gun – a collaborative project where I was assigned the role of junior technical designer. I assisted with the design and development of level hazards and enemy AI.

About Me

I am a hard-working and passionate individual with a keenness for game design. I am driven by my desire to learn from and work with people from multiple disciplines within the industry.

I have experience working with industry level production software such as JIRA and have learnt to work around Scrum and Kanban management techniques.

I make time to participate in game jams, namely Ludum Dare and Global Games Jam, and attend events such as EGX Rezzed.

Technical Skills

- Unreal Engine 4 – proficiencies in both Unreal's Blueprint scripting and behaviour tree system
- JIRA – experience with scrum management process, task reporting and logging
- 3DS Max
- Microsoft Excel
- Adobe Photoshop
- Bitbucket and SourceTree
- Unity – experience with the engine through game jams for designing and testing content

Design Skills

- Writing and maintaining game design documentation
- Gameplay Design – knowledgeable in many aspects such as: game loops and arcs, the 3C's and end user experience
- Wireframing – knowledgeable in low-fidelity gameplay and user experience design
- Iterative Design and Prototyping experience
- Level Design – knowledgeable in the development pipeline of a level, from pre-production documentation to blockout to final pass
- Ability to analyse gameplay through play and give constructive feedback

Additional Experience

Staffordshire University

Academic Representative

October 2017 – June 2019

- Public speaking
- Pitching feedback to module leaders
- Attending informal meetings with upper university management

Maplin Electronics

Sales Advisor

August 2014 – August 2016

- Teamwork
- Customer Service
- Public Speaking
- CCTV installation and maintenance

References

Available on Request.