



Neil McGuinness

Game Programmer & Technical Designer

I'm a programmer and designer who thinks in systems. I architect turn-based combat, card and ability effects, and enemy AI directly in Unity and C#, and I work hands-on alongside dedicated programmers, contributing to the codebase, debugging, and shaping architecture decisions.

On the product side, I spent 5+ years as the sole developer responsible for a suite of professional mobile apps, including building the Bluetooth communication layer that linked the software to a physical hardware device. That range gives me a genuine feel for both sides of the design/tech line, and I'm looking to spend more of my time back on the implementation side of that equation.

Contact

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Email

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Location

Vesterbro, Copenhagen, Denmark

Portfolio

neilmcguinness.com

Expertise

- Unity (Editor and C#)
- Systems & Combat Design
- UI/UX Design
- C++
- Prototyping / User Testing
- Javascript / Typescript
- Sound Design
- Audio Programming

Language

English

Danish (Conversational)

Experience

2025-Present : Lead Technical Designer

Bird Island - Copenhagen

- Architected turn-based combat systems and Scriptable Object based content pipelines in Unity and C# across two titles, directing implementation alongside a team of two programmers and contributing directly to the codebase through debugging, code review, and architecture decisions
- Designed and implemented combat UI features to ensure clear, legible communication of game state to the player
- Validated design decisions through analog paper prototypes before committing to digital implementation

2024-2025 : Game Programming Intern

Bird Island - Copenhagen

- Designed and coded a range of Card Effects for a grid-based card battler, including original cards such as Prism, a mirroring effect that duplicates adjacent cards, requiring careful handling to prevent recursive duplication loops
- Implemented gameplay UI and mechanics in Unity using C# and Scriptable Objects, contributing to the turn-based combat system from the ground up
- Worked inside an existing Clean Architecture codebase, extending core Entities and Use Cases without breaking established patterns

2019-2024 : Frontend Designer and Developer

Prevas A/S - Herlev

- Sole developer of the Ambu® iQF suite - professional cross-platform apps used globally to train medical staff in CPR technique, including the Bluetooth communication layer linking the app to a connected hardware device
- Owned the full UI/UX pipeline in parallel, from Figma wireframes through production implementation, running in-person usability testing with clients to feed iterative refinements

Education

2022 -2024

KADK (The Royal Academy), Copenhagen

Visual Game and Media Design (MA)

- Specialised in Unity-based interactive design and UX; thesis project delivered as a fully playable open-world game

2014-2017

University of West of England, Bristol

Audio and Music Technology (BSc, First Class)

- Grounding in C/C++, OOP, GUI development, and physical computing; informs my attention to feedback, timing, and player communication in design.