Neil McGuiness

Technical Game Designer

Personal Information

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in
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Professional skills

Unity
★★★★☆

C#
★★★☆☆

Game Design
★★★☆☆

C++
★★★☆☆

Typescript
★★★★☆

Figma
★★★☆☆

Languages

English
Native

Danish
Conversational

👤 Profile

Technical Game Designer with strong programming and scripting skills due to a past of professionally developing complex mobile apps. More recently I've worked professionally in the games industry combining my technical background with game design skills to deliver cohesive and polished play experiences. Proficient in Unity, C#, Typescript / Javascript, and C++. I also recently started working in Unreal Engine.

💼 Employment History

Technical Game Designer - Bird Island, Copenhagen, Denmark

February 2025 - June 2025

- Was the main Designer of the Combat System of 2 games, including coordinating communication of feature requirements to the Tech team.
- Designed and Implemented a flexible popup dialogue system
- Designed Enemy AI behaviour graphs

Game Programming Intern - Bird Island, Copenhagen

October 2024 - January 2025

- Developed and implemented gameplay mechanics in Unity using C#, Scriptable Objects, and the Clean Architecture design pattern.
- Focused on designing turn-based combat systems with combinatorial depth.
- Enhanced combat gameplay by implementing and polishing additional UI features.

Software Developer - Prevas A/S, Herlev

August 2019 - Present

- Developed cross-platform applications using React Native.
- Collaborated with clients to design and implement app designs and GUIs.
- Combined technical development with design expertise to deliver functional and visually appealing interfaces.

🎓 Education

Visual Game and Media Design (MA) - KADK (The Royal Academy), Copenhagen

September 2022 - June 2024

Focused on designing and developing interactive experiences, with a specialization in Unity. Gained expertise in coding gameplay mechanics and crafting immersive player interactions. The program taught me a comprehensive understanding of game development and user experience design.

Audio and Music Technology - UWE, Bristol, United Kingdom

September 2014 - June 2017

The degree introduced me to low level C programming, object-oriented c++ programming, GUI development and mobile and physical computing to name just a few of the key skills I took away from this degree.