



Neil McGuinness

Game Programmer / Game Designer

PROFILE

Game Design graduate, and professional Software Developer. Designed, developed, and maintained 2 publicly released Mobile Apps. Now looking for roles designing and developing video games in a professional capacity.

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📍 Copenhagen

EDUCATION



2022 - 2024

(MA) - VISUAL GAME AND MEDIA DESIGN

KADK (The Royal Academy)

2014 - 2017

(FIRST CLASS BSC) - AUDIO AND MUSIC TECHNOLOGY

University of the West of England (UWE)

EXPERIENCE

● 2019 - Present
Prevas A/S

APP / SOFTWARE DEVELOPER

- Cross platform mobile app development
- Created still and animated assets for in-app gamification
- Designed architecture between apps and Bluetooth hardware.

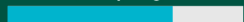
● 2017 - 2018
UWE

R&D INTERN / EMBEDDED SYSTEM DEVELOPER

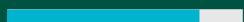
- Embedded C and C++ programming
- Hardware design and prototyping
- Product design, research and project management

HARD SKILLS

UNITY (Scripting and Editor)



JAVASCRIPT



PHOTOSHOP / ILLUSTRATOR



C / C++ Programming



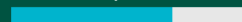
UI / UX



Audio / Sound Design



Music Composition



3D (BLENDER)



SOFT SKILLS

- Storytelling
- Concepting
- Agile collaboration
- Pitching / presenting

References available upon request.