Neil McGuiness

Game Designer / Game Programmer

PROFILE

Game design student, 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.

📞 (+45) 91742771   ✉ neilmcguiness91@gmail.com   📍 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
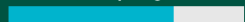- Designed architecture between apps and Bluetooth hardware.

● **2017 - 2018**
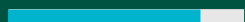**UWE**

R&D INTERN / EMBEDDED SYSTEM DEVELOPER
- Embedded C and C++ programming
- Hardware design and prototyping
- Prodcut design, research and project management

HARD SKILLS

UNITY (Scripting and Editor)

JAVASCRIPT

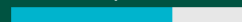PHOTOSHOP / ILLUSTRATOR

C / C++ Programming

UI / UX

Audio / Sound Design

Music Composition

3D (BLENDER)

SOFT SKILLS

- Storytelling
- Concepting
- Agile collaboration
- Pitching / presenting

References available upon request.