

# Tori Miller

## Technical Games Designer

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<https://nestr.github.io>

### Objective

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A student studying Level 7 MSc Computer Games Design at Staffordshire University, looking to apply for Technical Designer roles, with a focus in gameplay and systems design, as well as prototyping and implementation for Unity and Unreal Engine 4/5. Currently developing a psychological horror game using an AI Director system, and a secondary project for NPC routines in an open-world environment.

### Skills & Tools

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#### Design

Game design documents  
Technical design documents  
Gameplay systems design  
3Cs design  
Prototyping & Balancing  
Audio systems

#### Programming

Systems implementation  
Visual scripting (Blueprints)  
C#/C language  
HTML & CSS

#### Engines

Unreal Engine 4/5  
Unity Engine

#### Project Management

JIRA  
Confluence  
Trello  
GitHub Desktop

#### Software

3DS Max 2023  
Substance Designer/Painter  
Adobe Photoshop/Illustrator  
Adobe Premier/After Effects  
ZBrush  
Audacity  
FL Studio 12  
Microsoft Word/Excel  
Google Docs/Sheets

#### Soft Skills

Clear communication  
Demonstrating concepts  
Pitching and presentation  
Teamwork oriented  
Leadership  
Drive for personal growth  
Time management

### Projects

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#### Mental Block – Technical Design

*July 2023 – August 2023*

- Developed in Unreal Engine 5.1 for Windows PC.
- Sokoban-style block-pushing puzzle game.
- Assisted in design and implementation of gameplay mechanics.
- Produced UI art and worked to establish the project's visual style with the art team.

#### Companion Plus – Developer

*September 2022 – July 2023*

- Developed in Unity 2021 LTS for Android.
- Virtual pet simulator that links up to real-world pet.
- Device on pet collar gamifies pet steps during walks.
- For the Staffordshire University module 'Independent Games Technology Project'.

#### Critterball Boom – Senior Game/Technical Designer

*September 2022 – May 2023*

- Developed in Unreal Engine 5.0.3 for Windows PC.
- Competitive turn based PvP action game.
- Teams of two work together to reach the end goal.
- For the Staffordshire University module 'Senior Collaborative Games Development & Testing'.

#### NFC-For-Unity-Android-2021LTS – Developer

*November 22<sup>nd</sup>, 2022*

- An updated plugin for Unity 2021 LTS onwards.
- Originally created by Christophe Geske for Unity 2017.

#### Staffverse, Staffordshire University – Lead Designer

*July 2022 – August 2022*

- Developed in Unreal Engine 5.0.3 for Windows PC.
- Winner of TIGA 2022 Education Initiative and Talent Development Award.
- Responsible for core gameplay decisions, prototyping and communications between design, tech and art.
- Metaverse recreation of Staffordshire University.

#### Fellow Bubs – Designer, Artist, Musician

*June 11<sup>th</sup>2021 – June 13<sup>th</sup>2021*

- Developed in Unity 2021 LTS for Windows PC & Linux.
- Character platformer and logic puzzle hybrid.
- Created for GMTK Game Jam 2021.
- Ranked #2957 out of #5,710 entries.

## Education

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### Staffordshire University – MSc Computer Games Design

September 2023 – August 2024 (Ongoing)

- Systems Design, Advanced Games Design & Project Management (Unreal 5.2)
- Advanced Rapid Games Prototyping (Unity)

### Staffordshire University – BSc Computer Games Design

September 2020 – July 2023

- Technical Games Design (Unreal 5.0.3)
- 3D Games Design & Development (Unreal 4.27)
- Advanced Rapid Games Prototyping (Unity)
- 3D Environment Modelling for Games (Substance, 3DS Max, ZBrush)

### Staffordshire University – Masterclass in Design Thinking for Digital Innovation

August 2022

- Identifying customer avatars for concepting products
- Masterclass on developing an entrepreneurial mindset
- Covering how to create a start-up business

### University of Chester – HNC Design & Animation

September 2014 – July 2015

- Modelling & Animation for Games
- Film & TV Studies
- Life Drawing classes
- Mock Media Pitches & Presentation Skills

### University of Chester – Foundation Art & Design

September 2013 – July 2014

- Fine Art
- Textiles
- Graphic Design
- Media Studies

## Achievements

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- 3<sup>rd</sup> place in Game Technology category at the Game Republic Student Showcase 2023.
- Technical Design for the 1UP Scheme at Staffordshire University, nominated for 'Best Education Initiative' in 2022, and shortlisted for 'Best Puzzle Game' and 'Best Arcade Game' in 2023.
- Raised funds for Macmillian Cancer Support in July 2022.
- Moved the Shadow Foam business from hand-cut products to CAD and laser cut products, drastically decreasing manufacture times throughout 2018.

## Interests

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Musician, solo artist  
and composer



Natural and urban  
photography



Film enthusiast

## References

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References are available upon request. Please contact by telephone number or email address.