

GAME DESIGNER, VIDEO EDITOR AND ILLUSTRATOR

PROFILE

I am a creative, open-minded individual who enjoys overcoming new challenges presented to me. I graduated from Falmouth University, with a BA in Games Development: Design, which includes a strong focus in team work, cooperating to achieve a unique, viable product by a deadline.

CONTACT

EMAIL
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PORTFOLIO
www.naomifielder.com

LINKEDIN
www.linkedin.com/in/naomi-of-the-f

DESIGN SKILLS

- Systems Design
- UI/UX Design
- Game Design Documentation
- Multidisciplinary Understanding
- C# Scripting
- Blueprints
- Github & Fork
- Practice of Agile and Scrum

SOFTWARE SKILLS

- Unreal Engine
- Unity
- DaVinci Resolve
- Adobe After Effects
- Adobe Photoshop
- Affinity Designer
- Blender
- JIRA, Azure DevOps, Trello & HackNPlan
- Microsoft Office

SOFT SKILLS

- Team Player
- Problem Solving
- Time Management
- Computer Literate

ACTIVITIES AND INTERESTS

- Video Editing
- Illustrating 2D Art
- 3D Modelling
- Hand-craft
- Tabletop Games
- Game Jams

REFERENCES

Available on request

NAOMI FIELDER

CURRENT EMPLOYMENT AND DEVELOPMENT EXPERIENCE

BladeGunners - UI/UX, Systems Designer, and Team Marketing Mediocre Reality (3rd Year Uni Team), Falmouth, Cornwall

Sep 2021 - May 2022 | Unreal Engine 4

University Team Project - Rollerblade Multiplayer Arena Shooter.

- Systems and UI/HUD design, primary focus on the visual and functional design of the HUD.
- Continuous team communication and support with daily updates throughout development.
- Coordinated, directed, and produced the game's trailer:

www.youtube.com/watch?v=3h_g3_ZdlA4

Awards:

- Falmouth University 2022 Expo: People's Choice 3rd Year Award and the Flashiest Award.
- The Rookies: Game of the year 2022 – Draft Selection
www.therookies.co/entries/14554



Legal Tender - UI/UX, Systems Designer, and Trailer Production Low-Poly Platypus (2nd Year Uni Team), Falmouth, Cornwall

Sep 2020 - May 2021 | Unity

University Team Project - A Local Co-op Heist Game.

- Gameplay and UI/ HUD design, with a main focus on the functionality of the character select screen.
- Developed remotely due to Covid-19.
- Coordinated and produced the game's trailer, which was seen as an exemplar piece of student work:

www.youtube.com/watch?v=_X7U9-2txl0

Digital Intern

Falmouth University, Falmouth, Cornwall

April 2023 - Present

In my role I have supported the migration of video content from one platform to another, produced captions, and processed learning resource content.

- Liaising with all levels of staff within the University: Offering guidance, support, and training with the migration process.
- Keeping records up to date of the transfer and embedment of Falmouth's Online Course video content.
- Human-checking and producing captions for Online Course video content.
- Processing learning resources, ensuring material meets accessibility requirements, course information is up to date, and flagging content anomalies.

EDUCATION

Falmouth University

Sep 2019 - May 2022

2:1 BA(Hons) Games Development: Design

- Developing original games from the ground up, in multidisciplinary based student teams.
- Learnt design theory and methodology for the different branches within design.
- Taught and actively encouraged, the practice of Agile Development and the utilisation of Version Control.