

Taionee Rhodes

Technical Games Designer

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As a conscientious and adaptable individual, I am highly adept at working both independently and collaboratively within a team. Through my experience and education, I embrace the challenge of learning new skills and continually enhancing my abilities to remain competitive in today's rapidly evolving job market. My proficiency in C++ and Unreal Engine has allowed me to create several individual projects, demonstrating my commitment to refining my craft. With a flexible approach to managing changing priorities, I am well-prepared to thrive in a dynamic and fast-paced Games Design environment.

Projects

Arcane Annihilation, Masters Collaboration Project (Team of 10 Students)

February 2023 - May 2023

In this project I took on a technical designer role, Focusing primarily on the weapon systems design as well as supporting the other technical designers as needed.

SKELETOMB, Undergraduate Collaboration Project (Team of 14 Students)

January 2021 - June 2021

In this project I took on the role of Lead Technical Designer, working with the Art & Design leads to realise the vision we had for the project. I was also able to have an experience delegating to the juniors and setting internal team project deadlines.

OTHER PROJECTS, Various University Modules & Games Jams

September 2018 - August 2023

I also worked on various other projects from games jams or my university modules, intro to 3D Games Engines, 3D Design & Development and advanced 3D Game Engine modules to name a few, a number of which are featured on my portfolio.

Work Experience

Student Demonstrator – Staffordshire University

February 2023 – May 2023

In this role I aided Lecturers in delivering and providing support to students in Unreal Engine 5, a large part of this involved problem solving and guiding students through technical issues.

Responsible Colleague - Argos

December 2021 – August 2023

Taking on additional responsibilities such as managing the store to cover management breaks or to cover management absences.

Customer Advisor - Argos

October 2019 – December 2021

Experience working front of house and back of house, including hub operations, warehouse operations and general day to day workings.

Stem Ambassador – Independent

June 2016 – November 2021

Assisted in running experience days in schools nationwide covering a variety of stem related activity modules and presentations for companies such as Bloodhound LSR & Mid Wales Manufacturing Group.

Education

COMPUTER GAMES DESIGN (MS), Staffordshire University

September 2022 - Present

Predicted to graduate with a Distinction

COMPUTER GAMEPLAY DESIGN & PRODUCTION (BSC), Staffordshire University

September 2018 - July 2021

Graduated with a First Class Honours

CREATIVE MEDIA PRODUCTION BTEC LEVEL 3 EXTENDED DIPLOMA, Coleg Ceredigion

September 2016 - July 2018

Completed with a Triple Distinction

Skillset & Software

Games Design - Technical Design - Visual Scripting - Systems Design - Production

Unreal Engine 4/5 - Microsoft Office Suite - JIRA – Trello - GitHub

Hobbies, Interests & Other Details

Recently Enjoyed Games

Fallout 4

Half Life: ALYX

Warhammer: Dark Tide

Interests

Dramas & Comedies

Baking

DnD & Painting Figures

Other Details

Grade 4 Piano

Bronze Duke of Edinburgh Award

Welsh (Basics)