

# Taionee Rhodes

*Technical/Games Designer*

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I have a passion for problem solving, which meshes with my technical design skills giving me an aptitude for debugging and eye for detail. Over the past 3 years I have gained experience working within group environments in my collaboration modules and through my part time work. Within the last year I have significantly developed my knowledge of Unreal Engine and created several individual projects to refine my skill.

## Projects

### DUNGEONS, Senior Collaboration Project (Team of 15+ Students)

January 2021 - May 2021

In this project I took on the role of Lead Technical Designer, working with the Art & Design leads 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.

### HEROES GUILD, Final Year Project

September 2020 – Present

I oversaw every aspect of this project working in games design, technical design, producer and scripting roles.

### PROJECT BEE, Junior Collaboration Project (Team of 15+ Students)

April 2019 - May 2020

In this project I acted as a junior technical designer, supporting the 2 technical seniors in creating all technical aspects of the game, from the game-mode and main character to the poppable balloons and quest triggers.

### GAME JAMS, Various Game Jams

August 2020 – Present

I have worked on a series of games jams through my final year of university and beyond to help improve my skills all of which can be seen on my portfolio.

### OTHER PROJECTS, Various University Modules

September 2018 – Present

I also worked on various other projects from my 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

### SALES ASSISTANT, Argos

October 2019 – Present

### STEM AMBASSADOR, Bloodhound LSR

June 2016 - May 2020

### GENERAL ASSISTANT, Plas Dolguog Hotel

December 2013 - August 2018

## Education

### COMPUTER GAMEPLAY DESIGN & PRODUCTION (BSC), Staffordshire University

September 2018 - July 2021

Not yet graduated

### CREATIVE MEDIA PRODUCTION BTEC LEVEL 3 EXTENDED DIPLOMA, Coleg Ceredigion

September 2019 - July 2018

Graduated with a Triple Distinction

### 9 GCSE'S, Ysgol Bro Hyddgen

September 2011 - July 2019

2 A's, 5 B's, 2 C's

## Skillset & Software

Games Design - Technical Design - Scripting - Game Prototyping - Production

Unreal Engine 4 - Microsoft Office Suite - JIRA - Adobe Premiere Pro

## Hobbies, Interests & Other Details

### Recently Enjoyed Games

Marvels Spiderman

Stellaris

Outriders

### Interests

Dramas & Comedies

Baking

DnD & Painting Figures

### Other Details

Grade 4 Piano

Bronze Duke of Edinburgh Award

Welsh (Basics)