

# Tanya Down

24D Surrey Road, Bournemouth, BH4 9BX

Senior Game Designer / Programmer (*References available upon request*)

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## Personal Statement

Work hard, play hard!

I am a hardworking individual, extremely fast learning with a tenacious attitude to new challenges and a strong determination to effectively overcome difficulties. I am proud to have been given the opportunity to prove this with my transition from Games programming to Games Design where I was promoted to Senior Designer after completion of my first major project.

I like to maintain an active life outside of my work - getting my daily steps in with Pokémon GO. Otherwise, I enjoy relaxing at home with my 2 Crazy Cats whilst playing the latest major game release (currently Diablo 4)!

## Technical Summary

<b>Languages:</b>	Seasoned in <b>C#</b> . Experienced in: Java, Objective-C, C++, CSS, HTML, VB, VB.Net, ActionScript 2.0,
<b>Design Tools:</b>	<b>Adobe XD, Photoshop</b> , Lucidchart, Miro Board, Illustrator, Blender.
<b>Applications:</b>	<ul style="list-style-type: none"><li>MS Visual C++, <b>Visual Studio</b> 2008 – Current.</li><li>Adobe – Dreamweaver, Flash.</li><li>NetBeans, Xcode</li></ul>
<b>Game Engines /Tools:</b>	Seasoned in <b>Unity</b> . Experience in: Unreal, Games Maker, XNA, Irrlicht.
<b>Other:</b>	Jira, Confluence, Trello, Teams, Slack

## Key Skills

- Experience playing games on multiple platforms: Mobile, Handheld, Console & PC.
- Experience playing multiple genres of games: MMO, Moba, RPG, Handheld, FPS, Voxel.
- Can produce a game in 24-48 hours as proven during many game jam events!
- Excellent writing and communication skills (both verbal and written).
- Strong analytical and problem-solving skills.
- Able to apply myself to a wide range of tasks and learn quickly.
- Keen interest in learning new skills and improving my current skillset.
- High attention to detail and future-proof thinking.

## Work & Education

### Employment History

#### Senior Game Designer + Games Programmer, Amuzo Games (2018 – 2023)

- Developing award winning games working with brands such as LEGO, Zeptolabs, Sony and Netflix.

#### Game Developer, Applio - HELM Programme (2015 – 2017)

- Next generation people engagement technologies.

#### Student Academic Partner, Birmingham City University, Birmingham (2012 – 2013)

- Development of a framework for applying the principles of gamification to academically challenging modules.

### Education

#### Birmingham City University (Sep 2011 – June 2014)

1:1 degree awarded in: BSc Hons – Computer Games Technology

- Individual Project. Thesis: "An Exploration of Motives for eSports to improve Competitive Game Design".

## Further Accomplishments

### Game Releases

#### LEGO Gloom Busters (2022 - 2023)

Sole Designer developing an open world driving game supporting teaching Digital Empathy and Identity. This game ran on WebGL and featured 2 additional patches after it's release.

#### LEGO Smart Dash (2022 - 2023)

Sole Designer on a game released on Digital Safety Day. The requirement was a simple snappy game with teaching elements that runs on a website. Built in PlayCanvas.

#### Netflix Rival Pirates (2022)

Working on environments, character backgrounds, additional game modes and balancing.

#### Sony WipEout Rush (2021)

Assistant designer working on Character Backgrounds/Narrative.

#### PLAYMOBIL Mars Mission (2020)

Programming User Interface and Data Systems to set up a resource inventory used for crafting and upgrading in-game items.

#### Maintained a Guild of 40+ Players in World of Warcraft (2019 - 2022)

#### Top 10 Finalist for Costume Craft in Dota 2 - ESL Birmingham (2018)

#### Top 10 Finalist for Costume Craft in Dota 2 - The International Seattle (Arc Warden) (2016)

#### Within the top 3 winning teams presenting our game title "The Eye of Moscow" in the Microsoft Imagine Cup UK 2013 Regional Finals (2013)

#### Category Finalist for Birmingham Metropolitan Star Awards (2011)