

Saoirse Lynch

GameDesigner Programmer

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Relevant Education:

Bachelor of Arts (Honours) Game design from TU Dublin (First-class) with modules in Digital storytelling and Game engines. 2015-2019
QQI Level six Certificate in Training Delivery and Evaluation. 2020

Relevant work Experience:

Workshop development and classroom assistance in DIT, Aungier street.

Founded Planchette games in 2018, a small business partnership with one official released title, who focus on character driven narratives.

Lecturing in game development related modules: Pulse College 2021-2023, and Griffith College 2021-present.

A Few games I'm proud of:

So May It Be: A Witch Dating Simulator: <https://tinyurl.com/tya5nttp>

Dark Sacrament: <https://tinyurl.com/y4qnt6b6>

Leaping Letters: <https://tinyurl.com/yygdkhsa>

The Adventure Game: <http://arcade.gamesalad.com/games/133912>
(Atari adventure remake)

Skills:

- Proficient with the Unity Engine and C# coding **10+** years experience
- Clear, succinct communicator
- Can dramatically reduce a paragraphs word count
- Focused, Patient, and a Fast learner
- Fast at prototyping gameplay systems
- Very fast at designing and blocking out levels
- Still a perfectionist
- **Experience with:**

Game engines and code editors: Unity including Plug-ins: Fungus, Ink; Game Salad, Twine 2, Quest engine, Processing, Notepad++, Visual Studio, MonoDevelop, and to a lesser extent Unreal engine.

Audio software: Audacity, Sunvox, PXTone, FMOD.

Drawing software: MS Paint, GIMP2, PhotoShop, SketchUp, and to a lesser extent Blender, 3ds max and Rocket3f.

Communication software and version control: Discord, Slack, Jira, ClickUp, Trello, Zoom, Git, Plastic SCM, Google Drive, OneDrive, etc.

Languages: C# and Java, and to a lesser extent HTML and JavaScript.

Interests:

* Playing games of all genres
(Particularly Fantasy, Sci-fi, Mystery and Horror, small story driven games, spatial awareness puzzles and RPGs)

*Table-top RPGs and Boardgames

* Archery

*Creating system prototypes and text-adventures

*Listening to Metal

*Singing

*Zoology

* Plants and foraging

*Cooking

*Visiting museums and old buildings

*Reading (Sci-fi, Fantasy, Horror, Cooking, How-tos and Textbooks on all subjects)

*Writing Short stories and poetry

Brief Background

Born in rural West Cork, Ireland, dangerously inquisitive and unashamedly Autistic. Developed an extremely strong interest in games at a young age. Started programming at the age of twelve when they had better access to the internet.

References on request