

# Saoirse Lynch

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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, a small business partnership with one released title, who focus on character driven narratives.

## 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
- Clear, succinct communicator
- Can dramatically reduce a paragraphs word count
- Creative, focused and patient
- 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, Fungus, 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 and 3ds max. **Word processors:** Microsoft Word, LibreOffice, Google Docs, Microsoft Excel and Google sheets.

**Communication software and version control:** Discord, Slack, Trello, Zoom, Git, Google Drive.

- **Languages:** C# and Java and to a lesser extent HTML and JavaScript

# Game Designer Programmer

## Interests:

\* Playing Video games of all genres (Particularly Fantasy & Sci-fi, single-player FPS, Horror, small story driven games, spatial awareness puzzles and Large RPGs)

\* Archery

\*Creating games (Mostly system prototypes and text-adventures)

\*Listening to Metal

\*Singing

\* Plants and foraging

\*Cooking

\*Visiting museums and old buildings

\*Reading (Sci-fi, Fantasy, Horror, Graphic novels, Cooking, How-tos and Textbooks)

\*Writing Short stories and poetry

\*Table-top RPGs and Boardgames

\*Composing Music

## Brief Background

Born in rural West Cork, Ireland, female, dangerously inquisitive and unashamedly Autistic. Developed an extremely strong interest in games at a young age, including making her own simple pen and paper games.

Started programming at the age of twelve when she had better access to the internet.

References on request