


Katie Richards

Programmer and 3D Artist

CONTACT

 me@katie.games

 https://katie.games


TECHNICAL SKILLS

 Unity Engine

 Unreal Engine

 Blender

 C#, Python, Java

 C++, Lua

EDUCATION

University Of Portsmouth

BA (Hons) Computer Games Technology

September 2023 - Present

Currently Studying

Games Development in Unreal Engine

Programming in C++

3D Modelling in 3DS Max

East Sussex College Eastbourne

UAL Level 3 Extended Diploma

September 2021 - September 2023

Accomplishments

Diploma in Creative Media Production and Technology -
Distinction

Extended Diploma in Creative Media Production and
Technology in Games Development-
Distinction

Heathfield Community College

GCSE's

September 2016 - September 2021

Accomplishments

Computer Science-

Grade 8

Interactive Media-

Level 2 Merit

**Six other grades ranging from 6 - 8
Including English and Maths**

PERSONAL PROFILE

An enthusiastic Games Technology student looking for part time employment. Skilled in creating digital assets using a variety of tools and programming languages including C++, C#, Java, Python and more. Experienced working within teams and groups of varying sizes and abilities. Most projects can be read about on my personal website.

RELEVANT EXPERIENCE

Sole Developer of Life Of Bean

Personal Project 2023

Designed and created a full first person shooter experience in 6 weeks using exclusively assets made by me. This includes nearly 100 unique models, two short cutscenes, several animation sets, a sophisticated weapons and player movement system, and much more. This project taught me a lot about animation and how I can use a mix of sound and video to further enhance the way that a game plays.

Sole Developer of Keyboard Building Simulator

Personal Project 2022

Designed and made a simulator style game with the primary objective of building mechanical keyboards. This included a complex save system, several 3D Models and much more. This project taught me a lot about data handling and management along with how I can use binary save systems and data encoding to store information efficiently.

Sole Developer of The Github Button

Personal Project 2023

Created a system to automatically summarise and title GitHub commits using a large language model and the GPT 3.5 Turbo api. This project included a full installer, a python program that ran in the system tray, and various debugging and optimisation systems. This project taught me how to use LLM's effectively and a lot about implementing python code into a full program.

Sole Developer of Project Skirmish

Personal Project 2022

I designed and worked on a Java Minecraft mod with the intention of recreating the game Rust in Minecraft. This required teaching myself java and javascript along with hours of development and 3D modelling. The system included full discord leaderboard integration, a rust style building and combat system and much more.

3D Artist on The College Model

Group Project 2022

Over the space of 4 months me and a team of two others created a near perfect model of our entire college in Blender. We estimate that this project took somewhere around 3000 hours to complete and in some renders is indiscernible from real photos. This model includes 100s of custom made models and textures and was even optimised to be game ready for Unreal Engine and Unity.

Programmer on Elysiums Holt

Group Project 2023

I together with 8 other developers made a 2D single player story/quest game. My key contributions to this project were a fully featured save system capable of dynamically saving inventories and progression along with a sophisticated object oriented inventory system. This inventory system was the base for most of the functionality within the project and is something I am very proud to have worked on. This game was also released on itch.io.

PREVIOUS EMPLOYMENT

Retail and Catering

2021 - Present

Worked for a variety of companies in both retail and catering sectors carrying out work in small teams. Built effective team working, communication, and management skills

REFERENCES

Retail and Catering

2021 - Present

References are available upon request