

Katie Richards

Programmer and 3D Artist

CONTACT

me@katie.games

<https://katie.games>

TECHNICAL SKILLS

Unity Engine

Unreal Engine

Blender

C#, C++, Python, Java, HTML

Ubuntu, Arch, Debian

EDUCATION

University Of Portsmouth
BA (Hons) Computer Games Technology
September 2023 – Present

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

PERSONAL PROFILE

An enthusiastic Games Programmer looking for 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.

EXPERIENCE

Programmer on Mechanical Keyboard Building Simulator

Contractor (gameplay programming) for Sungame Studio 2025

Created a full and detailed gameplay loop for a mechanical keyboard building simulator. This includes inventory, UI, data handling, and several editor tools to make workflows simpler. I worked for the studio and co designed the game with them, with an artist providing 3D models and me being tasked to get the game to a demo.

Project lead and artist on a Social story for Charleston

Project for Charleston in collaboration with ESCG 2025

Lead a group of students to make a web based social story of the Charleston art gallery in Eastbourne. For this project I was responsible for all the planning and web development resulting in a web page with a 360 tour and accessible design.

Project lead and artist on Digitising Compass Arts

Project for Compass Arts in collaboration with ESCG 2024

Lead a group of students to make a 3D interactive experience of an art gallery in Unity. I was responsible for 3D modelling, planning, and all the Unity side of the project. This includes HDRP lighting systems, player movement, animation, and more.

Sole Developer on a Unity ballistic system

Personal Project 2024 - 2025

Designed and created an extremely detailed and efficient ballistic modelling system for use in the Unity Engine. This allows for extremely accurate ballistic performance in a variety of materials and environments which is validatable by FEA suites. All programming and research was conducted by me.

Lead programmer on Elysiums Holt

University Project 2023 - 2024

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 for inventories and progression along with a sophisticated object oriented inventory system. This inventory system was built off of by the other developers for systems in the project. This game was released on itch.io.

REFERENCES

Available upon request.