

Eilidh Rorison

Game Designer

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Personal Profile

My name is Eilidh and for as long as I can remember, video games have been my passion. I want to create gaming experiences that are fun and exciting whilst keeping the player invested. I'm especially keen to take what I've learned and apply it to an area within the games industry where I can not only have an opportunity to design compelling gameplay experiences but also grow and learn from professionals. I am a motivated, enthusiastic, and driven individual and I am confident that I can bring a dynamic energy to the job.

Relevant Experience

Independent Project – Lead Game Designer *Úna* July 2021 – Present

- Currently Lead Game Designer on an independent project leading a team consisting of a narrative designer, 2D Artist and Programmer. **Created with Unity for PC.**
- Creating a short narrative experience with platformer gameplay alongside a multi-disciplinary team with the goal of telling a story about gender dysphoria.
- Integrating level design theory to create an engaging environment for the player to navigate such as breadcrumbing and increasing crescendos of intensity.
- Ensuring our deadlines are being met and the game continues to develop on time.
- Hosting meetings with fellow team members to discuss the direction, feel and visuals of the game.
- Intention to release on itch.io in 2022.

Culture Perth and Kinross – Game & UI Designer *My Museum* January 2020 – May 2020

- Worked on the UI design for a game prototype as part of a 3rd year professional project with Culture Perth and Kinross. **Created with Unity for PC.**
- Working in a team of designers, artists, and programmers towards a deadline to create a museum builder game with the function to view real exhibits in a virtual space. This would then be used by Culture Perth and Kinross to take further into development.
- Jobs included designing visually appealing and functional UI that the player can easily navigate, with a focus on minimalistic shapes and iconography.
- Taking on feedback from the client and implementing the changes in a timely manner whilst staying within scope.

Abertay / Blazing Griffin – QA Tester *Murder Mystery Machine* January 2019 – May 2019

- Participated in multiple QA tests for Blazing Griffin in collaboration with Abertay University.
- Job included searching for bugs and logging them on Blazing Griffin's Bugzilla repository.
- Worked on creating detailed test cases for each QA session, focusing particularly on player navigation in each level.
- Game has since been released on Steam (**August 2021**).

Skillset

Technical Skills

Unreal, Unity, C#, Understanding of C++
Adobe Suite Programs, Microsoft Suite Programs
Autodesk Maya, Mudbox, Blender
Trello for team management
GitHub, Bugzilla

Soft Skills

Excels in a multi-disciplinary team
Excellent communication skills
Able to meet project deadlines
Flexible, adaptable, and open to learn

Education

Abertay University, Dundee, Scotland September 2018 – June 2022

- BA Game Design and Production

Edinburgh College, Edinburgh, Scotland September 2017 – June 2018

- HNC Creative Industries: Media and Communication

References Available on Request