

Thomas Meere

Game Designer

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[Portfolio](#)

About Me

I am a student at Staffordshire University, UK and I have just started my senior year. I've achieved minimum grades of 90% across all modules, and I am on track for First Class Honours. I consider myself a reliable and good-natured person, creative and with an eye for detail. I am an independent thinker and relaxed in the company of others. I am a US Permanent Resident (Green Card).

Software Skills

- Unreal Engine
- Unity Engine
- Godot
- 3Ds Max
- Valve Hammer Editor
- Substance Painter
- Adobe Creative Suite
- Jira
- Github

Relevant Skills

- Gameplay Design
- Level Design
- Technical Design
- Rapid Games Prototyping
- C++, C#, Blueprint
- Creative Problem Solving
- Quick Learner
- Team Player

Hobbies

- Game Development
- Playing Video Games
- Warhammer 40,000
- Long Distance Running

Computer Games Design (Bsc),

Staffordshire University (2021 - May 2024)

Completing my senior year of degree exploring the creative and technical aspects of Game Design.

Year 1

- Texturing For Games
- 3D Modelling For Games Engines
- Games Design
- 3D Game Engines

Year 2

- Rapid Games Prototyping
- Hard Surface Modelling – Weapons and Vehicles
- Advanced Engines and Scripting

Year 3

- Games Development Project
- C++ For Game Designers
- Multiplayer Level Design
- Prototyping For Technical Designers

Senior Collaborative Project - 6 Weeks (2023)

I am the Lead Designer with a team of 23 people. My responsibilities will be the conceptualization and development of game mechanics, guiding the overall design direction of the game and overseeing Junior Designers, providing direction, and offering assistance as required.

Junior Collaborative Project - 6 Weeks (2023)

I was the Junior Programmer within a 23-member team tasked with developing the game AI-Appliance. I was responsible for the creation of core player mechanics and bug testing and resolution. [Itch.io Link](#)

St Peter's School, York (Graduated 2021)

A-Levels : EPQ (A*), Design And Technology (A), Economics (B), Geography (B)

Design And Technology Prize

Duke Of Edinburgh Silver -This was a four- part award that took two years to complete, requiring volunteering, sports, skills and an expedition. The expedition was an unsupported 4-day expedition with 50 miles of hiking, navigation and camping.

Experience

Crew Member, Dunkin', Rhode Island (Summer 2023)

My role required me to work as part of a team to deliver exceptional customer service, accurately taking orders, preparing food, operating the cash register, and maintaining a clean store environment.

Piksel - internship (Summer 2019)

Piksel is a professional services and technology provider to the broadcast and media industry, with clients such as Virgin Media and Sky. Piksel uses technology to innovate, reduce costs and modernise workflows. My role was to work with a team on the streaming app editors use to configure films for Virgin TV Go.