

# DECLAN CULLEN

## PROFILE

As an experienced Game Designer with a strong background in programming and narrative design, I've spent years crafting vertical slices to refine game features and create engaging player experiences. My passion for creativity and problem-solving has driven me to excel in developing interactive experiences.

Now, I'm excited to apply my skills to a role that bridges game design and technical design. I'm eager to support a team in bringing their stories to life on an interactive platform, collaborating closely with creatives to design the player journeys.

## CONTACT

Portfolio:  
[Declan Cullen's Portfolio](#)  
([declan0077.github.io](https://github.com/declan0077))

EMAIL ADDRESS:  
Declanmichaelcullen@gmail.com

## HOBBIES

History  
Gaming  
3D Modelling  
Tabletop games

## SKILLS

Unity  
Unreal engine  
Photon  
Maya  
Blender  
Jira

## EDUCATION

### University of Suffolk

2019-2022

Grade: 2:1

### Falmouth University

2023-2024

Grade: Distinction

## WORK EXPERIENCE

### Ormiston Families Game Designer

Feb 2022-May 2022

- Created and managed multiplayer system architecture
- Ensured design adherence to thematic elements and project specifications

### Tesco's Team member

Nov 2022-Aug 2023

- Developed strong customer service and teamwork skills
- Gained experience in a fast-paced retail environment

## PROJECTS

### VR Safety Training simulation Solo

- Developed an interactive virtual reality safety training program.
- Focused on teaching correct procedures and methods for workplace safety.

### Arkcarmic Descent Lead Designer – Team of five

- Spearheaded overall game design from initial level prototyping to concept implementation
- Designed and implemented a destructible physics system
- Utilized Agile methodologies to manage team workflow and meet project deadlines.

### The Last catch Solo

- Conceptualized and developed a game inspired by environmental issues
- Abstracted complex themes of overfishing and ecosystem damage into a Minesweeper-style game mechanic
- Demonstrated ability to translate real-world issues into engaging gameplay experiences.

## ACHIEVEMENTS

- Awarded as an outstanding student with Celebrating Success 2018 for college course
- Rising Star of the Year for Media at South Essex College
- Showcased work in Falmouth EXPO 2024