



DANIEL WILTSHIRE

GAME DESIGNER &
PRODUCER

PERSONAL STATEMENT

Ambitious, career-focused individual, eager to achieve company goals while building and improving on a library of skills. I have experience creating games in a professional environment working both in a team and individually. I achieve intended concepts according to project requirements by utilizing diverse technology resources. Committed to listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations.

CONTACT

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REFERENCES

Michael Macleod, Lead Designer
michael.macleod@teamjunkfish.com

Paul Leishman, Lead Producer
linkedin.com/in/pleish

EXPERIENCE

● 2022 - 2023

Indie Dev (Designer + Producer)

Alarming Ladder Studios, Ipswich
Led the studio competing in Tranzfuser 22 and winning DunDev 23 funding. Released two projects, for VR and PC respectively. Full focus on producing through Trello, designing systems and programming AI and XR related responsibilities.

● 2022 - 2023

Junior Game Designer

Junkfish, Remote
Worked on Attack of the Earthlings Mobile remotely focusing on game design, level design and balancing. Enhancing my skills in design, teamwork, communication and Unity.

● 2019 - 2022

BA(Hons) Computer Games Design

University Of Suffolk, Ipswich
Creating and developing games individually and in a group with a heavy interest in VR development.

PROJECTS

January 2022 -
March 2023

KINGDOM RUN VR

Released / Indie / VR

Kingdom Run VR is an endless, action-adventure runner. I acted as the VR programmer, designer and producer on the project. It was showcased as part of Tranzfuser 2022.

April 2022 - May
2023

ATTACK OF THE EARTHLINGS MOBILE

Coming Soon / AA / Mobile

AOTEM is a strategy-based mobile game. I worked on the level design and balancing aspects of the project as a lone designer.

June 2023 -
July 2023

SNOTTY'S SEWER

Released / Indie / PC

Snotty's Sewer is a survival horror game. I focused on the design aspects and producing the project over the 3 weeks of development.

ACHIEVEMENTS

🏆 **Gameplay Award at Games Innovation Challenge 2022**

🏆 **Tranzfuser 2022 Participant**

🏆 **DunDev 2023 Winner**

🏆 **Showcased at EGX 2022 and WASD 2023**