

# BRADLEY O'NEILL

## PERSONAL PROFILE

Game Designer & Educator who is a committed and professional worker in the creative industry. I have expertise and experience in the games and teaching industries.

## AWARDS AND ACHIEVEMENTS

Unity Certified Associate: Game Developer - April 2021

Advanced HE - Fellowship

## SKILLS AND ABILITIES

- Game Engines; Unity, Unreal Engine
- Communication & Time Keeping
- Project Management
- Programming - C#, Javascript, C++, Python, Lua
- Game Design & Development
- Leading and Supporting Teaching Sessions
- Assessment
- Course Design and Management

## CONTACT INFORMATION

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Dagenham RM9

## EMPLOYMENT HISTORY

### UNITY DEVELOPER

Doodle Productions (2022) Freelance

- Working with industry
- Game Design & C# Programming
- Released projects

### LEAD DEVELOPER

Some Bizzare Records (2021 - 2025) Freelance

- Crafting a commercial project's vision
- Working with artists such as Depeche Mode and Soft Cell
- Front-end and back-end web development
- Using tools such as Unity, Three.js to produce 3D for web

### YEAR 0 COURSE COORDINATOR & GAMES DEVELOPMENT LECTURER

Ravensbourne University (2022 - Present)

- Leading modules
- Teaching technical and design sessions
- Course Leadership and management
- Curriculum Design
- Connecting with industry

## EDUCATION

Jo Richardson Community School (2007 - 2012)

- Passed with 5 GCSE's including English & Maths

Barking and Dagenham College (2012 - 2016)

- BTEC Level 3 Extended Diploma in IT
- HND in Computing and Systems Development

Ravensbourne University (2019 - 2023)

- BA Games Design (hons)
- PGCert in Creative Education (FHEA)

REFERENCES AVAILABLE UPON REQUEST