Daisy Baker

An aspiring Programmer and Game Developer

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Website Portfolio - https://daisybaker.co.uk

ME AND MY SKILLS

I am a proficient C# Unity Programmer with a creative drive, with 2 published games. I have implemented gameplay systems, mechanics and logic whilst managing an indie studio. Working with AGILE and Jira, I have created an interactive sweeping IK system, arcade-style minigames, and an interactive compass. Additionally, I have developed an easy-to-use procedural terrain generation tool for designers.

Whilst working in a fast-paced AGILE environment I have learnt to adapt to different situations and fit well into teams, improving my people and communication skills. I have created innovative games with novel features working in teams of up to 14, with varying different disciplines such as designers and animators, on major projects.

- 3 years experience in Unity
- Strong understanding of game development processes across disciplines
- Creating and maintaining designer tools
- Familiar with AGILE development
- Great organisational skills
- Good time-management

- Published 2 Games
- Pair Programming experience
- Create innovative programming systems
- Experience with interdisciplinary work
- Individual working capabilities
- Adaptability to environments and tasks
- Strong GIT and version control skills

In the past year, I have started up my own Indie Studio with a diverse set of friends and long-term work/student colleagues, taking responsibility as a Director and Secretary, sorting SDKs and communicating with externals, additionally organising and managing my members and their tasks. I also fix QA bugs each week and produce builds for Windows and the Steam Deck, whilst I adapt our game for controller support

LANGUAGES

C# (3 Years)

C++ (>1 Year)

Python (4 Years)

SQL (>1 Year)

Java/CSS/HTML (>1 Year)

PROGRAMMING TECHNIQUES

Inverse Kinematics Systems

Procedural Content Gen

Animation Programming

Unity ShaderGraph

UI Interfaces

State Machines

GRAPHICS SKILL

Blender (1 Year)

Adobe Photoshop (1 Year)

Adobe Illustrator (1 Year)

MY HOBBIES AND PASSIONS

I am an airsoft player, enjoying the sport biweekly with a group of friends, playing at a site near Helston. I also practise the Piano in my free time and like to learn The Legend Of Zelda soundtracks, my personal favourites are Ordon Village, Skyloft, and Knight's Academy.

EDUCATION

Falmouth University, Penryn Campus — *(Hons) Game Development: Programming*

SEPT 2020 - JUNE 2023

I have been working as a Games Programmer in a professional environment for 2½ years, both teams I have contributed to have produced and released games. Working in Unity C#, practising AGILE and GIT. In these teams, I have collaborated closely with other engineers and programmers, designers, artists, and writers. This improved my communication skills and pair programming skills.

In these teams I acted as a Programmer, reviewing other's code and allocating tasks. This experience has allowed me to develop optimal solutions through creative thinking, as well as maintain high standards.

Exeter College, Exeter Central — *BTEC IT: Game Development Level 3 Extended Diploma*

SEPT 2018 - JUNE 2020

I began my journey by creating games using Unity C# and gained proficiency in Blender along the way. I also dedicated time to studying HTML/CSS/Java, allowing me to develop my own website.

Pilton Community College, Barnstaple — *GCSE: Computer Science*

SEPT 2013 - JUNE 2018

From the age of 13 to 16, I pursued Computer Science studies, immersing myself in Python to develop my own games and programs. This experience marked the beginning of my journey into comprehending object-oriented programming and logical systems.

PROJECTS & AWARDS

Baking Terrain, Me — *Procedural Terrain Generation Tool, Developed from: Oct 2022 - Jan 2023*

A Unity plugin designed and created for designers to help create custom terrain. Including user-friendly interfaces providing explanations on how to use the tool. The tool covers three primary focus points; easily customizable, ease of usability, and relevant to the current industry needs.

FreeFlight, Glideaway Games — *Developed from: Oct 2021 - May 2022*

Freelight is a student-led second-year University project. It is a relaxing fly-a-thon adventure game packed with British humour! Glide, dive and soar your way across a dreamlike planet to collect valuable resources, using your environment to aid your traversal.
Worked as the Lead Programmer.

Appeared at Falmouth Games Academy EXPO 2022:
> People's Choice Award: Best 2nd Year Game
> Staff Choice Award: A Brave New World

Also appeared at:
> Geekfest 2022
> EGX 2022

Another Day, Another Dollar Studios — *Developed from: Jan 2021 - May 2021*

Another Day is a student-led first-year University project. It is a narrative-driven game that portrays the daily struggle experienced by those living in isolation in a claustrophobic environment during lockdown while suffering from depression and anxiety. Try your hardest to stay on top of an ever increasing list of daily tasks as you battle your internal conflicts.
Worked as the Lead Programmer.

Appeared online at Falmouth Games Academy EXPO 2021:
> People's Choice Award: Best 1st Year Game

Also appeared at:
> Safe In Our World Mental Health Charity
> Cornwall House Exhibition at G7 Summit
> EGX 2021

WORK EXPERIENCE

Select Truro, Truro — *iOS Repair Technician*

JUNE 2022 - SEPT 2022

I worked as a repair technician, fixing customers' iPhones, iPads or AirPods daily, ensuring accurate and timely repairs whilst maintaining detailed records of repairs. Provided exceptional customer service, addressing customer inquiries and concerns with patience, empathy, and professionalism. Managed inventory by organising paperwork, ordering necessary parts, and ensuring optimal stock levels for efficient repair processes.

iLab, Barnstaple — *iPhone Technician*

NOV 2019 - AUG 2020

I delivered technical troubleshooting and repair services, specialising in iPhone repairs. I ensured prompt resolution of customer issues. Additionally, I maintained a clean and organised work environment, handling cash and credit transactions, issuing receipts, refunds, and providing accurate change as needed.

Code samples are available upon request and projects are available on my site

This CV is double-sided