TOBYN PRAIS
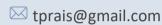### COMPUTER GAME DESIGNER

CONTACT

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EDUCATION

Cardiff Metropolitan University
Cardiff, Wales
2022-present
Computer Game Design and Development

Beaconsfield High School
Beaconsfield, Buckinghamshire
2016-2022
Grammar school
GCSEs – 10
A Levels – Computer Science -- B
        Philosophy and Ethics -- C
        Mathematics – C

PROFILE

I am in my third year at Cardiff Met, studying Computer Game Design and Development. My focus is on worldbuilding, level design, and gameplay mechanics. Through both my in-school and extracurricular activities, I have experienced a wide range of gameplay systems. I am a team player who is known for devising creative solutions to problems.

My five-year goal is to be on a team that develops a commercially successful game.

I am a dual citizen, American and British, and can work in both the United States and the United Kingdom.

CLASSROOM EXPERIENCE

Year 1 Modules:
2022-2023

- COMPUTATIONAL THINKING - understanding of computational thinking and basic Python programming
- PRINCIPLES OF PROGRAMMING - learning Java and creating a working program utilizing Java
- GAME INDUSTRY PRACTICES - learning the basics of the games industry and how to produce 1-page, 10-page, and game design documents for a game. Produced a working 2D shoot-them-up game in Unity.
- ARCHITECTURE AND OPERATING SYSTEMS - developing quality software and systems.
- GAME SYSTEM FUNDAMENTALS - learning how to create a game outside of an engine by using C and SDL2.

Year 2 Modules:
2023-present

- INTRODUCTION TO LEVEL DESIGN AND ASSET CREATION - created assets and learned how levels are designed and created. Asset creation portfolio and project in Unity

SKILLS

- C++, C#, C, PYTHON
- UNITY, 3DS MAX
- CREATIVE WRITING
- PHOTOSHOP
- TEAMWORK
- CLEAR COMMUNICATION
- CRITICAL THINKING
- PROBLEM-SOLVING
- TIME MANAGEMENT
- MEETING MANAGEMENT
- EVENT MANAGEMENT

- REAL-TIME GRAPHICS - learned about the graphics pipeline and shaders. Used open GL to create a project that imported assets and displayed an understanding of how graphics work in games.
- DESIGNING AND IMPLEMENTING GAME MECHANICS - learned how to classify and understand game mechanics, discussed the ethical side of game development and created a project that displayed the mechanics that would be used in a game that we created.

EMPLOYMENT EXPERIENCE (PAID)

- TEACHING ASSISTANT – 2018-2021 - Maidenhead Synagogue
- CAMP LEADER – AUG 2022 -Oxford Jewish Congregation

VOLUNTEER EXPERIENCE

- EXPOSURE WRESTLING CLUB – EVENT ASSISTANT -- April 2023- present – I help set up and take down the ring, organize the music, and do the sound and music at shows.
- GLOBAL GAME JAM 2024 – I participated in the Global Games Jam 2024, creating a game called Dungeons and Jokers.
- ELVTR GAME WRITING COURSE – I completed ELVTR's game Writing course, creating a story bible for my game There Is No Honor Here.

PERSONAL INTERESTS

- DUNGEONS AND DRAGONS - DMed campaigns for seven years, including a group of international players on Roll20
- LARP - Empire, Silverstone, three years
- SHORT STORY WRITING – Horror
- WRESTLING - Exposure Club, Newport, Wales
- TRIPLE THREAT - Summer Musical Theatre Group, Iver, three years
- BASS GUITAR - my group Irusu made it to the final of the *Bucks Battle of the Bands* 2018

REFERENCES

- PERSONAL REFERENCES ARE AVAILABLE UPON REQUEST