

Kieran Cooksley

Technical Designer

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Summary

I have a passion for technical design because it compliments my methodical way of thinking and I love solving problems. Whether it's using my troubleshooting skills to identify the cause and fix faulty logic, or my critical thinking to develop and implement a technical solution to a design problem, pressing the play button and seeing the feature working as intended is an extremely satisfying and rewarding feeling.

Skills

- 4 years experience using Unreal Engine and the **Blueprints Visual Scripting** system.
- 2 years experience building **Artificial Intelligence** in UE Blueprints using Behaviour Trees, Blackboards, AI Perception, and Environment Query.
- **Basic C++** knowledge with the ability to use C++ and Blueprints simultaneously in a project.
- Rudimentary knowledge of **Editor Utility Widgets** to develop editor tools in Unreal Engine.
- Excellent **problem solving, bug testing, and attention to detail.**
- Good written and verbal **communication** skills, including the ability to produce Technical Documentation to convey systems and mechanics.

Major Development Projects

Nordhavn - Final Year Project, Staffordshire University

- Nordic City Builder game with features including Building Placement, Resource Production, and Population Management.
- Focused on the dynamic & decoupled construction of complex gameplay features controlled by components and managers.
- Use of communication methods such as Event Dispatchers and interfaces to create a holistic gameplay experience.
- Complete with a full UI to communicate information and a scripted tutorial to explain core mechanics and controls to new players.

Area 26 - Senior Collaborative Project, Staffordshire University

- Cleaning Horror game - Viscera Cleanup Detail meets Alien: Isolation.
- Worked as the AI Technical Designer, designing and implementing the AI architecture for the game.
- Extensive use of Unreal Engine's AI features including Behaviour Trees, AI Perception, and Environment Query to create the main antagonist for the game, an audio based hunter that stalks and attacks the player.
- Full Technical Documentation of AI systems including flowcharts, Communication Diagrams, and State Machine Diagrams

Education

BSc Computer Games Design, *Staffordshire University*
September 2021 - July 2024 | **1st Class Hons**

BTEC Games Art & Design, *Access Creative College*
September 2019 - July 2021 | **D*D*D***

Technical Competencies

- Unreal Engine 5
- UE5 AI Systems
- Microsoft 365
- JIRA
- Photoshop

Awards & Achievements

Staffordshire University

Collaborative Game Awards

Hordible

- *Best Pick-Up & Play Experience*
- *Game of the Year*

Staffordshire University

- *TIGA Graduate of the Year Nominee*

Employment & Experience

Student Demonstrator,

Staffordshire University

Mar '24 - May '24

- Assisted 1st year Games Design students, helping with any questions or challenges they faced in their projects

Retail Team Leader,

Staffordshire University Students' Union

Sept '22 - Jan '24

Customer Service Assistant,

Sainsbury's

Nov '14 - Dec '20

Hobbies

- Weightlifting
- Hiking & Nature
- Tabletop Games
- Baking
- Lego