DANIEL MERCER

GAMES DESIGNER

Adaptable – Proactive – Dependable

An ambitious games designer, currently working as an AI Games designer at Cloud Imperium Games. Passionate about gameplay, game systems and mechanics, with professional and academic design experience.
Experienced in a wide range of software programs, such as Unreal Engine 4 & 5, Unity, CryEngine, Maya, Adobe Suite and Microsoft Office.
Able to work solo or in team focused roles and available to work remotely or on-site.

CONTACT

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LinkedIn: linkedin.com/in/daniel-mercer/

LOOK AT MY WORK

Website: danielmercerdesign.com/

Itch: mercer1999.itch.io/

EXPERIENCE & CLIENT WORK

Client Game Projects: These projects can be seen at: danielmercerdesign.com/

Fabrik Brief:
- *Worked on a project brief given by representatives of **Fabrik Games**, which was then presented back to them. Resulting in the project **Sector 583***

Avalanche Brief:
- *Worked on a mobile endless runner for a representative from **Avalanche Studios Group**. Resulting in the project **Odyssey Invader***

Psychology Department:
- *Worked on a brief given by **Bolton university psychology department**, aimed at helping their students with risk assessment involved in counselling. Resulting in the project **Perspective: Counselling Simulator***
Additional work was requested after the project was completed. This was then used within a psychology study about how games may help the teaching of counselling. The research was then published and presented to an international conference.

QA Testing:
Talisman: Digital Edition
- *I was given the chance to test Talisman: Digital Edition on behalf of **International Hobo** and give feedback during its development*

University Projects
- *I was involved in testing and giving feedback to multiple student projects during my time at university including some projects from outside of the University of Bolton alumni*

Client Promotions: These projects can be seen at: behance.net/DanielMercerGD

Oktoberfest promotion
- *Designed promotional material - used to promote Warrington 2017 Oktoberfest*

SOFTWARE KNOWLEDGE

Unreal Engine, Unity & CryEngine

Adobe Suite (Illustrator, Photoshop, After Effects, Premier Pro)

Microsoft Office

Maya

Perforce, Jira & Confluence

PROFFESIONAL WORK

Cloud Imperium Games

AI Designer – Squadron 42 / Star Citizen
Sept 2022 – Current
Currently working as an AI Designer, designing behaviours and interactions for AI within Squadron 42

Responsibilities:

- *Managing ownership of behaviours & usables (creation, maintenance & bug fixing)*
- *Using in-house visual scripting software to create AI behaviours*
- *Using in-house database and animation software to create usables*
- *Collaborating with artists, animators, programmers and VFX to create new systems & features.*
- *Implementing animations for AI to use when performing tasks*
- *Contributing to design discussions with leads and directors to help solve design decisions*
- *Creating & updating design documentation for implementation procedures, AI usables and AI behaviours including:*
  Using Visio to showcase interaction state machines
  Using Confluence, Jira and excel to track tasks and detail designs on usables and AI behaviours

EDUCATION

The University of Bolton

MA Games Development (Games development & production)
Sept 2021 - Sept 2022
The masters consisted of multiple modules with each module providing a unique brief with allocated time to create new game projects from that brief.

Modules: *Projects can be seen at: danielmercerdesign.com/*

BSc Games Design, (Computer games and basic programming skills)
Sept 2018 – May 2021
University course consisting of multiple modules designed to teach students about all major areas of games design

Modules: *Projects can be seen at: danielmercerdesign.com/*

- *Level Design, C# Programming & Unreal blueprinting, Narratives, Intro to Houdini, Substance & Maya & game history.*

INDUSTRY SKILLS

- Rapid prototyping of level and gameplay mechanics in unreal blueprinting or Unity C#
- Mechanics / system implementation within engine
- Documentation & progress tracking
- System Design & communication

TRANSFERABLE SKILLS

- Leadership & Planning / Organisation (taking on lead roles in multiple group projects)
- Teamwork (participated in multiple successful group projects)
- Communication (communicating with team members and clients)
- Problem Solving / Decision Making (participated in multiple gamejams & a variety of projects)