

Liz Miller

1st-Class BA Game Design Graduate.

Versatile game and level designer who has worked on a wide variety of game and mod projects, both solo and in teams, for university and as a hobby.

Skilled in cross-discipline communication, technical design, agile workflows and running playtests.

Eager to advance my design skills and learn from experienced games designers.

> PORTFOLIO

maidmakes.games

// TECHNICAL SKILLS

Game Engines:

> Unity, Godot, Source
> Hammer Editor, Tabletop Simulator

Programming Languages:

> C#, Lua, Python, GDScript

Collaboration Software:

> Notion, Miro, Excel

Art Programs:

> Clip Studio, Aseprite, Blockbench

// CONTACT

Location:

> Watford, UK (willing to relocate)

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> (+44) 7793 444298

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// EDUCATION

> Winchester School of Art (Southampton University) 2021 - 2024

Games Design & Art

First Class Honours

Created three playable digital games and two playable board games. Worked in small multidisciplinary teams of students, using agile methodology to plan and complete projects. Conducted playtesting and iterated on designs based on observing and interviewing playtesters.

Created design documentation to communicate systems, mechanics, design philosophy and reasons behind decisions to others, including core game loops and design pillars. Worked from established design documentation to build a vertical slice. Researched successful games and other media based on certain topics and wrote case studies to inform designs.

Acted as student consultant for course redesign and Creative Computing.

> Queens' School Sixth Form, Bushey

2018 - 2020

3 A-Levels: A* in Computer Science, A* in Mathematics, A in Fine Art.

> Watford Grammar School, Watford

2013 - 2018

11 GCSEs including two 9s, three 8s and three 7s.

// WORK EXPERIENCE

> Difrent, London (now TPXimpact)

AUG 2019

Work Experience

Built marketing materials and ran social media platforms for an IT company. Gained experience working in a small company setting.

> Criterion Games, Guildford

APR 2019

Work Shadowing

Shadowed a variety of disciplines in a AAA studio environment and built familiarity with industry-level methods. Spoke directly with level designers about industry practices.

> Pump House Theatre, Watford

DEC 2016 - FEB 2017

Makeup/Props

Worked under pressure managing makeup and some props for a full volunteer theatrical run. Planned and executed time-efficient workflows across multiple rehearsals and performances.

// HOBBY EXPERIENCE

Community Level Designer at TF2Maps.net. Developed more than a dozen levels for Team Fortress 2, working with design goals in mind and time/design constraints. Submitted maps to a dedicated forum and playtest server for feedback. Used written feedback and playtest recordings to inform iteration. Ran playtests and gave feedback for other members' levels. Maintained version numbering and changelogs.

Game Jam Participant. Contributed design, code and art to small jam games both solo and in teams. Scoped for strict time constraints.

Tabletop Game Meet Organiser. Advanced my ability to communicate game rules and my understanding of multiplayer game design through teaching and running tabletop games for university students.

Modder. Built custom content (eg. scripts, levels, textures, models, gamemodes) for Team Fortress 2, Garry's Mod, Portal 2 and Minecraft.