

Hi, I'm

Johnny Broderick

Game Designer And Developer | Crusheen, Co.Clare, IE



Summary

Extensive experience in the creation of digital products in the Unity engine for a variety of Dutch and International clients, especially in the form of VR and AR applications. Particularly aligned towards ideation and design of core systems, as well as the creation of tools to enable other designers to create in-engine. Comfortable working within a time-constricted agile workflow alongside other team members, as well as independently. Enthusiastic about game development and eager to improve my skills and gain insights and experience.

Work History

<div>Digital Society Hub, GRONINGEN</div> <div>Thesis Project - Unity Developer</div> <div>2023.02 - 2023.06 (4 months)</div>	<div>Job overview</div> <div>Solely responsible for the creation of a VR public transport and infrastructure simulation aimed at benefitting the independence of visually impaired individuals. This was my final thesis project, and was created in collaboration with Dutch Royal Visio.</div> <div>Responsibilities:</div> <div><ul style="list-style-type: none">• Desk and Field Research• Game Design, QA and Evaluation• Programming (Gameplay, Tools and Backend)• 3D Modeling (Blender, Fusion 360)• Level and Environment Design• Sound Design• UI/UX</div>
<div>HMS Makerspace, GRONINGEN</div> <div>Makerspace Assistant</div> <div>2022.04 - 2023.02 (10 months)</div>	<div>Job overview</div> <div>Responsible for building and maintaining a large workspace for students. Assisted students with 2D and 3D design, DIY/Engineering projects and provided workshops in woodwork. Helped maintain and execute a backlog of student manufacturing requests, as well as gaining experience with metalwork, CAM processes, clothing design and electronics.</div>
<div>Digital Society Hub, GRONINGEN</div> <div>Intern - Unity Developer</div> <div>2022.02 - 2022.06 (4 months)</div>	<div>Job overview</div> <div>Created 3 separate Unity VR applications alongside two other developers for national clients. This included a simulation of driving conditions to benefit learner drivers, an underwater treasure hunt experience for use in a swimming pool, and a cycling simulator aimed at easing new students in to cycling in Groningen.</div> <div>Responsibilities:</div> <div><ul style="list-style-type: none">• Game Design• Sound Design• Programming (Tools)• Programming (Database and Web Interface)• Programming (Gameplay Mechanics)• Level Design• Post-Processing, Shaders and Visual Effects• UI/UX</div>
<div>CT Makerspace, GRONINGEN</div> <div>Student Assistant</div> <div>2020.09 - 2021.02 (5 months)</div>	<div>Job overview</div> <div>Responsible for assisting students with programming (C#, JavaScript, HTML/CSS), digital art (Adobe Illustrator) and maintaining and operating tools such as 3D printers and laser cutters.</div>
<div>B-Tech Computer Centre LTD, Gort</div> <div>Assistant Manager</div> <div>2015.06 - 2020.08 (5 years & 2 months)</div>	<div>Job overview</div> <div>Responsible for managing and operating a computer repair store on weekdays during summer months and weekends during school semesters. Involved inventory management, customer service, server maintenance and computer and laptop repair on both hardware and software level.</div>

Education

<div>Hanze University of Applied Sciences, Groningen, Netherlands</div> <div>Bachelor of Science from Communications, Media And Design, Game Design</div> <div>2019.08 - 2023.08 (4 years)</div>	<div>University Overview</div> <div>Grade: Thesis: 8.4 - Avg Grade: 7.76</div> <div>Activities and societies: Member of the Glitch Study association, attending social events and assisting with larger events such as the Global Game Jam. Also worked with and still have strong ties with the HMS and CT Makerspace, which both enable students to work on DIY/Engineering projects using a variety of industry-grade machinery.</div> <div>Won best project in all 4 Year One group projects. Was nominated for best thesis/ graduation project.</div>
---	--

Skills

<div>✓ Game Engines - Unity</div> <div>✓ Agile Methodologies</div> <div>✓ Sound Design</div> <div>✓ Critical Thinking</div> <div>✓ Product Design and Manufacture</div> <div>✓ WebDev</div> <div>✓ QA</div> <div>✓ Rapid Prototyping</div>	<div>✓ Programming - C#</div> <div>✓ Level Design</div> <div>✓ Interpersonal Communication</div> <div>✓ Adobe Suite</div> <div>✓ UI/UX</div> <div>✓ Tools Programming</div> <div>✓ Useability Testing</div> <div>✓ VR/AR Development</div>
--	--

Interests

- ✓

DIY and Engineering
- ✓

Sim Racing
- ✓

Fishing and Outdoor Pursuits

Timeline

	<div>Thesis Project - Unity Developer</div> <div>Digital Society Hub</div> <div>2023.02 - 2023.06 (4 months)</div>	
	<div>Makerspace Assistant</div> <div>HMS Makerspace</div> <div>2022.04 - 2023.02 (10 months)</div>	
	<div>Intern - Unity Developer</div> <div>Digital Society Hub</div> <div>2022.02 - 2022.06 (4 months)</div>	
	<div>Student Assistant</div> <div>CT Makerspace</div> <div>2020.09 - 2021.02 (5 months)</div>	
	<div>Hanze University of Applied Sciences</div> <div>Bachelor of Science from Communications, Media And Design, Game Design</div> <div>2019.08 - 2023.08 (4 years)</div>	
	<div>Assistant Manager</div> <div>B-Tech Computer Centre LTD</div> <div>2015.06 - 2020.08 (5 years & 2 months)</div>	