

# **Michael Vallely**

Game Designer

- North East England
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Design Skills

**Documentation** 

**Prototyping** 

3cs Design

**Presenting** 

**Game Testing** 

Other Skills

Streaming

Creativity

**Time Management** 

Leadership

Adaptability

Speedrunning

**Technical Skills** 

Unreal Engine 4/5

Unity

**Microsoft Office** 

**Video Editing** 

**Photoshop** 

**Audacity** 

**RPG Maker** 

**Source Control Software** 

Passionate gamer, game designer, and Twitch streamer, looking for junior positions in either QA or Game Design. I love every aspect of game design, and frequently hone my skills through personal projects, game jams, and content creation (plus other related activities).

## Experience

#### **Twitch**

2016 - Present

Streamer

Regularly stream, create content, and manage social media.

I frequently play current and nostalgic games, interact with my community, collaborate with other streamers and live game design when possible.

## **Game Tester**

Ongoing

Numerous paid and volunteer testing positions for upcoming titles, mostly under NDA, using multiple platforms. During which the games are played, specific components are tested (if instructed to do so), and detailed feedback is given once the tests are over.

#### Game Jams

Designer

I participate in every game jam I am capable of doing so, resulting in multiple fast projects over the years. In these I design, test, and fill in as needed to meet the often tight deadlines.

# **Personal Projects**

Currently working on a variety of personal projects, constantly honing inengine, documentation, and design skills. Purposely have not tied myself to any one style of genre to increase my scope of experience and development skills.

### **Education**

# **Teesside University**

2012

Psychology & Counselling

Bachelor of Science

# **Teesside University**

2021

Games Design

Master of Arts

# **Volunteering**

### Lifeline

Volunteer

Did whatever was needed for that day including (but not limited to); manning the needle exchange, aiding in creation of treatment programs, and greeting and signing up clients

#### References

### References available on request