

DEREK O'NEILL

GAME DESIGNER

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OVERVIEW

Since 2010, I have worked on various games both independently and as part of a team. I am highly organized and constantly learning new skills/lessons as I design and develop games. Applying my new found skills and lessons to my current project is something I am always eager to do.

As a technically minded person, I enjoy the challenge of working on and implementing game states and flows. I have also taken an interest in learning scripting languages as it is a very good asset to have and learning new things is very important to me.

I am a dedicated member on any team that I am a part of. I always help members of my team to the best of my abilities when approached with questions about the project.

SKILLS

GAME DEVELOPMENT

- Solid understanding of how to write an effective GDD
- Experience with maintaining localized text and fonts
- Knowledgeable of best practices for creating UI across multiple screen resolutions and aspect ratios
- Proficient with C#
- Familiar with C++

SOFTWARE

- Unity 3D
- Atlassian Confluence
- Atlassian JIRA
- Microsoft Office Suite
- OpenOffice.org Suite
- Adobe Photoshop (basics)
- Apache Subversion (SVN) + TortoiseSVN

WORK EXPERIENCE

Glu Mobile – Toronto, ON

Game Designer

May 2015 – Present

The duties I am responsible for are as follows:

- Work with designers on the project to write and maintain the GDD on Confluence.
- Create wireframes for screens and other UI objects to pass along to artists so they have some rough expectations.
- Collaborate with the economy designer to balance the game and ensure the proper values are being used.

On top of the duties listed above, I am also the point of contact for Confluence assistance in the studio. This means I help people with the basics of using Confluence as well as answering questions and helping with issues as they come up.

Boilerpowered Games

Developer

Sept. 2014 – Present

I am the sole proprietor of Boilerpowered Games. Under this name, I've created assets/packages for the Unity Asset Store for other Unity developers to purchase.

- **Better Button**
 - Small add-on package for Unity's built in UI system.
 - Allows users to change the scripts and functions that the button uses through code more easily.
 - Provides access to Unity's UI button so that functionality is still easily accessible to the user.
- **Controls Manager**
 - Helper package that builds off of InControl (another package from the asset store).
 - Provides users with quick access to the important parts of InControl in order to start using it faster.
 - Automatically assigns input devices to players on start-up.
 - Input devices can be manually attached and detached if necessary.
- **Menu Navigation**
 - Transform based navigation for custom menus in Unity.
 - Created to make it easy to use a controller or keyboard to highlight menu items.
 - Allows for multi-directional navigation that can wrap around the edges and skip over empty spaces.

Independent

Game Designer/Programmer

2010 – Present

I've worked on many projects in my spare time outside of work. The most enjoyable way to work on projects is during weekend long game jams, such as Global Game Jam and TOJam. The short deadlines lead to many interesting ideas taking shape and it also forces you to keep things small and simple.

Below is a list of the games I am the happiest with:

- **Temple Twins (PC/Web)**
 - Made at "Party Like Its 19TOJam9" with Unity 3D.
 - This is a 2 player cooperative puzzle game where both players must help the other in order to complete the game.
- **The Director (PC/Web)**
 - Made at "TOJam 8: Haters Gonna Eight" with Unity3D.
 - A 2 player "uncooperative" 2D platformer. One player has the power to change the other player's control scheme.
- **Pulse Hunter (PC/Web)**
 - Made at Global Game Jam 2013 with Unity3D.
 - Players must unlock a portal while avoiding the "Pulse Hunter", an AI character trying to kill the player.
- **Declassified (PC/Web)**
 - Made at "TOJam The Sevensing" with Unity3D.
 - Mash-up of shmup shooters and RPG turn-based battles using the planets of our solar system as the characters.
- **Dreams (PC/Web)**
 - Made for the Game Prototype Challenge v10 (aka #GPCv10) with Inform7.
 - A small text adventure game about a strange dream.

Gameloft Entertainment – Toronto, ON

Jr. Game Designer

May 2011 – May 2015

The duties I am responsible for are as follows:

- Work with designers on the project to write and maintain the GDD on Confluence.

- Implement game states within the game using an internal editor.
- Work with developers to help improve our internal editor (i.e. usability and features).
- Populate the localization document with text for the whole game.
- Collaborate with the economy designer to balance the game and ensure the proper values are being used.
- Maintain the C# tool that I created for exporting some of our game data from a spreadsheet.

On top of the duties listed above, I am also the point of contact for Confluence assistance in the studio. This means I help people with the basics of using Confluence as well as answering questions and helping with issues as they come up.

Please find my list of shipped games below:

- **UNO & Friends (iOS/Android) – CVA winner for Best Social/Casual Game of 2013**
 - Implemented initial UI layouts for iPhone.
 - Assisted with correcting localized text placement within the game.
- **Epic: Battle for Moonhaven (iOS/Android)**
 - Implemented and maintained UI for all devices.
 - Maintained localized text, which included sending text to Apple for Game Center achievements.
 - Responsible for bitmap font creation and maintenance, as well as troubleshooting for missing characters.
 - Created a tool in C# to read achievement data from a spreadsheet and export it in the required format.
 - Work closely with the economy designer to ensure the proper values are used in the game.
- **Texas Poker For Prizes (iOS)**
 - Maintained all localized text in the game.
 - Implemented all iterations of UI within the game, including major optimizations to how we stored UI assets.
 - Created and maintained multiple bitmap fonts that were used in the game.
 - Worked with programmers on the team to fix bugs during QA.
- **Fashion Icon (iOS/Android)**
 - Assisted with implementing and maintaining localized text.
 - Helped to fix issues with the game during QA.

EDUCATION

University of Ontario Institute of Technology – Oshawa, ON

Bachelor of Information Technology

Game Development Club @ UOIT/DC – President/Co-Founder

Game Development and Entrepreneurship

2007 – 2011

2009 – 2011