

Lyra Shillabeer

Technical and Narrative Designer

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Skills and Software

- Unreal Engine 4
- Unreal Engine 5
- Unity Engine
- Agile Methodology
- Git & Version Control
- Design Documentation
- Simple JS, Python & C#
- UX/UI Design
- Systems Design
- Narrative Design
- World Design
- Level Design
- Graphic Design
- Adaptability
- Organisation
- Blender
- Microsoft Office Suite
- Clip Studio Paint
- Adobe Creative Cloud

Hobbies and Interests

I have a passion for games with procedural generation, classical style adventure games, and games that tell compelling stories with minimal text. Some of my favourites include Binding of Isaac: rebirth, Minecraft and Hyper Light Drifter.

Aside from games, I enjoy tinkering with old technology, drawing comics, urban exploration, and baking cakes. I enjoy improv and I am currently the president of my university's drama society. I also like reading comics and manga

I am a recent graduate from Falmouth University's BA (Hons) Game Development: Design course. During this course, I worked on long term group projects in a simulated industry environment, filling in several key roles such as level designer, UX designer, team leader and narrative designer, as well as taking on extra programming and art roles when needed. I participate in as many game jams as I can to improve my skills, and my first year game, which I took a leadership position in, was voted best first year game by the student body

My unique background taking a graphic design course allows me to approach UI and UX from a graphic designers standpoint, which has been a valuable addition to my skillset. I am a fast and adaptive learner, and am constantly looking to learn new workows and techniques. I am skilled at narrative design, and always strive to use my level design and environmental storytelling skills to teach mechanics and tell a story in the most immersive way possible.

Employment

Unreal Engine Generalist (August 2022 - Present)

Studio 316 - Remote

Client based work producing games and other interactive projects for various clients and collaborating with other generalists in the company. I am currently working on two projects.

Technical Designer (April 2022 - Present)

Hungry Billy - Remote Work

Client based collaborative work producing games and writing documentation. I am currently leading a project with several other developers.

Arts and Crafts Tutor (August 2021 - September 2021)

Manor House Hotel - Okehampton

Summer job at a hotel teaching a range of specialised craft techniques such as glass cutting and candlemaking. Customers were impressed by my professionalism, stating I was "Informative and helpful. Even in a class which she was running for the first time, she was a true professional. We were always pleased when we realised it was going to be her running our class as we knew it would be of a high quality"

Education

Falmouth University (2019 - 2022)

BA Hons Game Development: Design (Achieved a 2:1)

- Introduced to Git version control and Agile Development practices, which I then utilised throughout the rest of my studies
- Worked with other disciplines in several large-scale student run group projects, and acted as team leader in two of them
- Learned the fundamentals of game design theory and how to utilise techniques such as level design, systems design, and environmental storytelling to design a compelling game
- Learned how to create visually appealing and informative design documents using Adobe InDesign

Exeter College (2017 - 2019)

Level 3 Extended Diploma in Art and Design (Achieved a distinction)

- Learned graphic design and the Adobe Suite, which has provided me with a unique background for developing game UI experiences