



Kalem Rose

TECHNICAL DESIGNER



Stoke-on-Trent



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PROFILE

I have dedicated the last five years into mastering Unreal Engine 4, the Blueprint Scripting System and Virtual Reality (VR) development. As an Unreal Engine enthusiast, I have worked on a variety of projects at work, University and at home. I am always eager to explore emerging technologies and the latest hardware. My goal is to join a team to create innovative, exciting, and engaging projects.

EDUCATION

MEng Computer Games Design
Staffordshire University

2021

BEng Computer Games Design
Staffordshire University

2019

PROGRAMMING

Blueprint (Extensive Knowledge)
C++ (Fundamental Understanding)

HARDWARE

Valve Index | HTC Vive
Vive Trackers (Custom Peripheral)
Leap Motion | Oculus

ENGINES

UE4 (Extensive Knowledge)
UNITY (Fundamental Understanding)

SOURCE CONTROL

Perforce (Extensive Knowledge)
GitHub (Fundamental Understanding)

PLATFORMS

PC (Windows Based)
Index, Vive and Oculus Platforms
Android and iOS

GENERAL SKILLS

Research, Development and Prototyping
Project management
Jira | Confluence | Scrum
Mentoring | Trello

KEY SKILLS

Unreal Engine Best Practices Initialisation Chains (Game flow classes/Managers) Separation of concerns Correct naming conventions & folder structures.	VR/AR Prototyping Physics and hand presence in VR. Mixed reality capture (Research and testing) Optimisation for VR/AR VR/AR UI Audio Implementation for VR
Animation Systems Animation blueprint Retargeting animations Animation montages (anim notifiers) Blend spaces Phat animation systems Root motion animation implementation	Multiplayer Local multiplayer (split-screen/shared camera control) Network replication Listen Servers Dedicated Servers/Steam Integration
Level Design Level Streaming Level Blockouts Asset Placement Landscape Tool Spline based asset placement Custom Editor Tool creation	Weapon & Vehicle Mechanics Weapon systems design and Implementation Vehicle animation and physics Vehicle design and handling considerations
Audio Audio implementation Audio Cue blueprints	AI AI (Behaviour trees)
Lighting Understanding and implementation of lighting and post process effects Fundamental knowledge of lighting optimisation	Materials Can create master materials material instances and dynamically control parameters through blueprint

INDUSTRY EXPERIENCE

2020 - Present	I-Creation LTD Technical Designer While working at I-Creation, I produced a variety of applications in Unreal Engine. This included an educational AR app for kids used in Weston Park and a product visualiser for Wrightbus. These applications were published on Windows, Android, and iOS.
2020	Staffordshire University Freelance Technical Designer I aided the University staff by following a set brief to develop a student framework for VR and Haptics.
2017	Sumo Digital Ltd Balancing Team I acted as a part of the gameplay balance team at Sumo Digital, working on Crackdown 3 . My responsibilities included: <ul style="list-style-type: none"> - Assisting other QA Testers with debugging the game. - Playing out specific pre-defined scenarios to attempt flush out coding or content errors. - Made detailed notes on all issues found, and then provided general feedback from a target audience perspective on level of enjoyment and the overall game experience.

EMPLOYMENT HISTORY

Present	I-Creation
	Technical Designer
2019	Staffordshire University
	Campus Life Assistant
2017	GAME Digital PLC
	Customer Assistant (Temporary)

REFERENCES/PORTFOLIO AVAILABLE UPON REQUEST