

Daniel Brooks

Games Developer & QA Analyst

[LinkedIn](#) • [Portfolio](#) • [Gmail](#)

Education

Staffordshire University

Masters of Science in Game Design - *Distinction*

Stoke, UK
2022-2023

Staffordshire University

Bachelors of Science in 3D Game Design - *First Class Honours Degree*

Stoke, UK
2017-2021

Banbury & Bicester College

Diploma in Games Development - *D*DD*

Banbury, UK
2015-2017

Technical Skills

Engines & Languages

- ❖ Unreal Engine 4/5
- ❖ Python
- ❖ Unity
- ❖ C#/ C++
- ❖ Creation Engine
- ❖ Blueprints
- ❖ Swift

Design & Office

- ❖ Game & Technical Design Experience
- ❖ Level Design
- ❖ Adobe Suite
- ❖ Microsoft Office

Tools

- ❖ Github
- ❖ 3DS Max
- ❖ Agile/Scrum Framework
- ❖ Blender
- ❖ Jira & Azure
- ❖ F-Mod
- ❖ Miro

Experience

Indie Game Developer

Oct 2023 - Present

- Designed and implemented core gameplay systems using Unreal Engine 5's Blueprint visual scripting, focusing on responsive player mechanics, scalable modular components, and clear gameplay feedback. I regularly prototype and refine systems to support both player experience and design flexibility, drawing from my academic and freelance development experience.
- Collaborated with small development teams by leading system design discussions and implementing gameplay features to ensure consistent vision and balanced player experience.
- Created and maintained detailed game design documents to define project scope, outline key features, and guide development ensuring clear team communication and focused progress.

QA Analyst

July 2024 - Present

- Used my analytical skills to identify and document gameplay and technical bugs through structured test cases and Jira, helping maintain build stability and streamline debugging.
- Worked cross-functionally with designers and developers within an Agile pipeline to resolve bugs quickly and improve game systems through structured Jira tracking.

Customer Service Lead

Sep 2021 - 2022

- Delivered excellent customer service by assisting shoppers with enquiries and product recommendations to improve customer satisfaction and support repeat business.
- Led small peer teams during busy shifts by coordinating task delegation and overseeing completion to maintain store efficiency and smooth daily operations.

Projects

- Wildman Adventures** - A fully solo-developed 3D platformer created in Unreal Engine 5, featuring modular gameplay systems, dynamic level design, and collectible-based progression. Built entirely with Blueprint scripting, the project focuses on environmental storytelling, gameplay balance, and polished player movement across multiple themed worlds.
- Arcane Annihilation** - A fast-paced, wave-based first-person shooter inspired by *DOOM*, developed in Unreal Engine with stylised visuals, AI-driven enemy waves, and custom player abilities. Designed using Blueprint and data-driven systems to create responsive combat, engaging feedback loops, and high-intensity gameplay focused on pacing and feel.
- Island Hopper** - My first published platformer, updated post-release with new features and polish; developed to learn and demonstrate full development cycles from prototype to release.