Omorian Clifford

Software/Game developer

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📍 Groningen 🗓 17/01/2002 🌐 https://www.omorianclifford.com/

Profile:

An ambitious game development graduate with a desire to break into the software development industry.

During my education I have learned how to program/develop games, and I am highly motivated to keep improving my skills and to explore areas unknown to me, both inside and outside of the industry. I am often looking for the next thing to learn the ropes of, and I do not shy away from a challenge.

Education:

Parcival College: VMBO-TL / MAVO; 2014 – 2019. | Completed.

Noorderpoort: Software Developer Games; 2019 - 2023 | Completed.

Skills:

- C#
- Unity Game Engine
- Sound Design & Music Composition
- Git
- Basic 3D Modeling
- Basic Web Development

Work Experience

Junior Developer Internship | Sfinx Games, Groningen | Sept 2022 – Feb 2023

- Programmed in C# for a game project in Unity.
- Tested three projects while documenting bugs and points of improvement.
- Improved the atmosphere of an existing project by designing fitting sounds.
- Composed two soundtracks for two different games.

Junior Developer Internship | Moyosa Media, Groningen | April 2023 – July 2023

- Developed multiple applications in Unity and C#.
- Developed part of a Web-AR application in BabylonJS and JavaScript.
- Tested several applications to find bugs or points of improvement.

Extra-curricular Experience:

Global Game Jam:

I have taken part in each edition of the Global Game Jam since 2020, during which I constructed the atmosphere for the games by composing soundtracks and sound effects, as well as assisting in programming where needed.