

Garnet Gallarde

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Creatively driven BSc Computer Games Design and Programming student with a strong Unity background, interested in synergetic mechanics and systems design as well as gameplay programming. Seeking relevant internship opportunities in games development.

◆ Education

University of Staffordshire London — Expected 2027

BSc (Hons) in Computer Games Design and Programming

- Relevant modules include Mechanics Prototyping, C# Scripting for Games Engines, Game Prototyping and Introduction to Graphics Programming.

The Brit School of Performing Arts and Technology — 2024

UAL Level 3 Extended Diploma in Creative Media Production and Technology

- Gained expertise in level, character, and concept design through Game Design units. Advised peers on their own projects.
- Demonstrated strong teamwork in 2D and Group Animation units, collaborated under tight deadlines as background artist/modeller and assisted with character concept and motion graphics.

◆ Experience

Communications, Wellbeing & Inclusion Officer

University of Staffordshire London Filipino Society — 2024

As Communications Officer:

- Planned and executed meetings, events, and activities in alignment with the group's Development Plan ensuring at least three major events per term.
- Organized joint events with other universities and societies, acting as the primary point of contact.
- Managed event promotion, ensured accurate listings on the Students' Union website and clear communication with society members.
- Served as the main liaison for member correspondence, maintained professionalism and coordinated with the Student Engagement team.

As Wellbeing & Inclusion Officer:

- Acted as the first point of contact for support needs, triaged member concerns and directed them to the appropriate university services and resources.
- Promoted and maintained an inclusive environment within the group, made certain all members, regardless of background or circumstances, felt welcomed and valued.

Industry Placement

Across the Pond — 2023

- Gained insight into advertising, copywriting, project management and other client services.
- Shadowed team meetings and projects, observed professional workflows.
- Conducted one-on-one discussions with employees to understand industry practices and career paths.

◆ Skills

Software:

Unity • Unreal Engine • Adobe Creative Suite • Autodesk Maya • VS Code • JetBrains Rider • Trello

Languages/Scripting:

C# • C++ • Blueprint • C (for OpenGL and graphics/rendering pipelines)

Soft Skills:

Public Speaking • Clear Communication • Creative Problem Solving • Collaborative Teamwork