


DAVID FLYR

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GAME DESIGNER / ACCESSIBILITY ADVOCATE

SKILLS

Game Design: Gameplay Design, UX Design, Systems Design, Rapid Prototyping, Documentation and Training

Programming/Scripting: Unreal Blueprints, C/C++, C#, Java, JavaScript, Python

Certifications: Microsoft Gaming Accessibility Fundamentals Course (2022)

SOFTWARE

Game Engines/Editors: Unreal Engine 4 and 5, Unity Engine, Visual Studio, Sublime

Source Control: Git/GitHub, Perforce, Tortoise SVN, Unity Collaborate

Other Dev Tools: Maya, Blender, Substance Painter, Adobe Photoshop

Project Management: Jira, Confluence, Miro, Trello, Google Sheets, Microsoft Excel

EDUCATION

CERTIFICATE IN SOFTWARE DEVELOPMENT AND PROGRAMMING

University of California, Berkeley
GPA 4.00

BACHELOR OF MUSIC IN PERFORMANCE

University of Maryland, College Park
GPA 3.74

PROFESSIONAL EXPERIENCE

RIOT GAMES

Accessibility QA Engineer II

League of Legends, Valorant, TeamFight Tactics, Legends of Runeterra, Wild Rift, and multiple R&D titles • Los Angeles, CA • May 2023 - Present

Advised game design teams on genre-specific accessibility standards, and created tools, testing pipelines, and training modules to ensure those standards were met internally.

NAUGHTY DOG

Accessibility QA/Development Support

The Last of Us Part I PS5 and PC, and Unreleased Multiplayer Project • Santa Monica, CA • June 2021 - May 2023

Led Naughty Dog's Accessibility QA/Dev Support team on *The Last of Us Part I* for PS5 and PC. Contributed 25,000+ lines of script for accessibility rendering and significant markup for pathfinding systems.

PROJECT EXPERIENCE

ORB

Co-Director, Programmer, Technical Game Designer

Unreal Engine 4 • 2022

Co-directed a collaboration between 14 members of Naughty Dog's QA, Audio, and Technical Art departments to develop a Doom-inspired FPS game.

- Used Blueprints to design and program player combat and upgrades, game management systems, UI and audio implementation, and more.
- Used Miro and Milanote to create design documentation, track tasks and bugs, and manage the project's timeline.

Game Jam Collaborations

Unity Engine • 2021

Collaborated in game jams as a game designer and programmer. Games included:

- **Of Old Age** - a puzzle-platformer about controlling aging.
 - Programmed all player movement, puzzle mechanics, game management, and audio integration.
- **Beatdown Breakdown Boomtastic** - a rhythm-action game where you punch to the beat of the music for extra power.
 - Designed the game's concept, and programmed AI, game management, procedural audio, and scoring system.