

LOUIS TORRES TAILFER

PROGRAMMER AND GAME DESIGNER

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PROFILE

I am a programmer and game designer, specialising in Unity and C#.

French and Honduran national, fluent in English, French and Spanish.

I have lived in Guinea, France, the USA, India, Moldova, Lebanon, Sudan, and the UK.

Adaptable and a quick learner, I am always eager to learn new skills and apply them in my work.

I enjoy working in a team, as well as working solo.

SKILLS

- C#
 - Unity
 - Adobe Photoshop
 - Adobe Audition
 - Adobe Premiere Pro
 - Trilingual
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EXPERIENCE

Games Designer and Developer, NFTS, Beaconsfield (Jan 2020 - Present)

Over the span of two years, I designed and programmed 6 different games, of different genres, themes and complexities, for web, PC, VR, and mobile platforms.

Working solo or in small teams, I primarily used Unity and Maya to produce these games, coding in C# and making heavy use of the Adobe Suite. I managed my tasks and those of my collaborators on each project using weekly agile sprints.

Economic journalist, AFP, London (Jun 2019 - Oct 2019)

As a journalist for AFP, I mainly covered the petroleum market and raw materials trade, but also reported on general UK finance, usually in French. My focus was on clear and concise reporting that fit the style and professionalism expected of Agence France Presse.

EDUCATION

National Film and Television School - Beaconsfield - Masters in Games Design and Development

City, University of London - London - BA in Journalism (w/ exchange year at the **University of North Carolina (UNC)** in Chapel Hill, USA)