

# Naomi Wirén

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(References available on request)



## Education

### Computer Games Technology BSc (Hons) @ University of Portsmouth

2019 - 2022

Graduated with an Upper Second Class degree. Proficient in games programming, with a focus on tools development and XR development. Projects ranged from client work for the UK Space Agency and Maverick Aviation to focused showcases of proficiency such as a custom toolbox for interfacing with 3D space to testing the capabilities of the Nintendo Switch hardware.

### Computer Games Technology MSc (Hons) @ University of Portsmouth

2022 - 2024

Researched the growing usage of generative artificial intelligence in the games industry and how it can ethically be applied to a workplace.

## Certifications

### Video Game Writing @ ELVTR

October 2024 - November 2024

Taught the fundamentals of writing for games by Lorne Nudel, a senior scriptwriter at Ubisoft Bordeaux. Curriculum included world building, character development, scene design and dialogue, and more. Currently an on-going class.

## Skillset

Extensive Unity knowledge

Proficiency in C# and OOP

Understanding of XR interfaces and multiplatform development

Proficiency in linear algebra, artificial intelligence for games, and web API interfacing

Understanding of generative AI development

Understanding of source control using Bitbucket and GitHub

Understanding of Scrum and Agile workflows

Understanding of regression and ablation testing methodology

Customer service and marketing knowledge

Open-minded and able to take criticism

Ability to give feedback and discuss improvements

Fluent in English and Swedish

Proficiency in Blender and 3D modelling software

## Experience

### 3D Software Engineer @ Anything World

May 2022 - November 2024

Worked primarily on the Unity tool for Anything World. Implemented the UI and UX designs using the Unity IMGUI system. Developed a strong understanding of working with web clients using web requests, as well as parsing JSON data and generating objects within the Unity engine. Integrated company efforts into the Unity engine, such as automatic rigging, model browsing, and speech-to-scene-generation.

Took part in marketing efforts at conferences such as Game Developer Conference, Develop:Brighton, and Web Summit, as well as leading workshops on using the Anything World tool in classrooms with Into Games. Acted as a technical liaison for meetings with clientele.

### VR Developer @ Satellite Applications/South Coast Centre of Excellence

August 2021 - October 2021

Thoroughly researched and developed a CubeSat prototyping tool in VR. The tool was developed with feedback from In-Space Missions and the South West Centre of Excellence. During the project's development, I reached out to companies, asked for their input and additional sources as part of my research. The project was discussed at the UK Space Conference and is expected to be rolled out at the Space Enterprise Labs around the UK.

## Noteworthy Accomplishments

Grads in Games  
Industry Advocate

r/WritingPrompts Best  
Reality Fiction 2019

Search for a Star  
Programming Finalist  
2022

TIGA Graduate of the  
Year: Programmer  
2022