

Rory Lyons

Game developer with a strong foundation in problem-solving and computational thinking, holding an undergraduate degree in Mathematics and a master's degree in Interactive Digital Media from Trinity's School of Computer Science. Experienced in designing and implementing gameplay systems, procedural content generation, and immersive player experiences. Active participant in multiple game jams, delivering innovative, playable prototypes under tight deadlines, alongside personal and collaborative projects spanning physics-based simulations, narrative puzzles, and shader-driven visuals.

9 Derrynane Gardens,
Sandymount, Dublin 4
D04 TP08
0830606782
roryl220@gmail.com
axelftv.github.io/home.html

PROJECTS

The Little Picture

3D Narrative Platforming Game
2 month project as Part of my MSc
axelftv.itch.io/the-little-picture

Personal Portfolio Website

axelftv.github.io/home.html

Research Paper on Procedural Terrain Generation

2024
Written as part of B.A. in Mathematics

Research Paper on Game Design Friction

2025
Written as part of M.Sc. in Interactive Digital Media

EXPERIENCE

Game Jam Participant, *Lead Designer and Programmer*

June 2023 - PRESENT

- Completed multiple games either individually or as part of a team for game jam competitions.
- Developed core game mechanics and implemented algorithms to enhance gameplay.
- Collaborated with artists, designers, and other developers to deliver a polished final product within a tight deadline
- Games, ratings, reviews and comments can be viewed on my profile axelftv.itch.io

Aviva Stadium, Dublin — *Steward*

December 2021 - Present

Molesworth Gallery, Dublin — *Front of House Assistant*

2017 - Present

SKILLS

C++, C#, Unity, Haskell, Lua,
MatLab, Unreal, Godot

Problem-Solving and Analytical
Thinking

Data Analysis and Statistical
Modelling

Team Collaboration and Project
Management

EDUCATION

Trinity College Dublin

M.Sc. in Interactive Digital
Media

Completed 2025

B.A. in Mathematics

Completed 2024

University of Colorado

C# Programming for Unity
Game Development

October 2022 - November 2022

Taken online