

FINN J. CARNEY

Portfolio URL:
finnjc.me

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Projects Lead

Kinship ('21 - '22)

(VR Ship Maintenance + Delivery Sim)

- Co-Lead with Nate Smith
Created initial concept
Universal design input
- Producer
Managed production schedule,
Maintained internal wiki
- Level Designer
Open-world + ship interior
Blockmesh through Env. Art
- Sound Designer / Engineer
Managed / Implemented FMOD
Included Dynamic Music / VO
- Narrative Designer
Designed Primary Quest-Line
Designed Community Identities

The Last Time I Saw London ('21)

(Exploratory Puzzle Platformer)

- Lead Level Designer
Concept / Blockmesh
Managed Env. Art production

Dead Hardware ('20)

(Fixed Camera Survival Horror)

- Solo Developer
Created / Animated 3D Assets
Programmed Roaming AI
Level Designed City Environment

Projects Worked On

Insecure: TCUG ('21)

Mobile Rap Deckbuilder - Glow Up Games / HBO

- Narrative Technical Intern / Designer
Assisted with / Wrote up Narrative Design
Implemented Ink Scripts
Programmed Camera Features
Created Internal / Marketing Assets
- Assisted with: Level Design
Placed Cameras, NPCs, Collectibles
Level Designed new areas

On the Earth Shift ;) ('20 - '21)

(Unique Earth Management Sim, VR + M+K)

- Game Designer
Assisted in all Concepting / Design
Concepted Resources
- Level Designer
Blockmesh through Env. Art
Lighting + Post-Processing Effects
- Sound Designer / Engineer
Designed all non-music sounds
Custom Recorded Alien Dialogue

Fathomless ('20)

(Submarine-Based Horror Puzzler)

- Level Designer
Level Layout / Structure
Lighting + Post-Processing Effects
Enemy / Interactable Placement
Assisted with Concept / Design

Proficiencies

Production

Notion
Confluence
Jira
Google Suite

2D / 3D Art

Blender
Photoshop
Illustrator

Programming

C#
UE Blueprints

Misc.

Premiere Pro
Source Control

Soft Skills

Communication
Documentation
Research
Critical Writing

Audio

FMOD
Wwise

Engines

Reaper
Unity
Unreal
GameMaker

Experience & Fun Facts

- Exhibited OtES ;) at Play NYC
- Performed VR Video Editing + Hardware Maintenance at Alchemy VR
- Worked with disadvantaged youths at Harrow Youth Club via games
- Contributed Writing for Fanbyte
- Game Design BFA, NYU Game Center '22
- TA'd Game Dev class at NYU
- Creator of Marketing Materials (Trailers, Posters, Screenshots, Descriptions)
- Faves: Movie: Moulin Rouge / Novel: Dracula / Podcast: A More Civilized Age
- Interests: Game Photography, Public Transport, Radicalization, Video Essays
- Gave a 45+ min.solo talk & Q&A about the CW's Riverdale