AISHLING MULHERN

www.aishlingmulhern.com

in linkedin.com/in/shlingg   twitter.com/shlingg   steamcommunity.com/id/shlingg

EXPERIENCE

Languages: Software:

C++   Visual Studio   Unreal Engine   JIRA
                              Perforce   Nintendo Dev Interface SVN

EMPLOYMENT

Feb '17 – Now   Tt Games

I've been part of the Gameplay Team for six years, contributing to the AI systems and creating complex behaviour to make a fun and enjoyable player experience. I work daily with multiple departments to bring together all the elements to ensure an immersive experience. My duties have ranged from building code infrastructure – both from the ground and on existing systems, bug fixing – from internal QA on multiple consoles, performance profiling and supporting Junior/Mid–Level programmers.

On Lego SWTSS I collaboratively managed to create a stealth behaviour system that was added to many more areas than originally intended, adding an extra challenge to puzzles and quests. I came up with creative solutions to make the system, without adding extra bloat to the already large codebase. It was a short turnaround but it became one of the more unique levels in the overall game and I am proud of the result.

At Tt I have also taken up extra work being secretary for the Women In Tt and EqualiTty groups where we champion diversity and issues for those less represented in the games industry. In 2021 I became a Woman In Games Ambassador and continue to take part in our Outreach programme speaking to children and adults about the opportunities that await in the games industry.

Nov '14 – Feb '17   West Pier Studio
Aug '13 – Aug '14   Eurocontrol Institute for Air Navigation Services

EDUCATION

2015–2016   Newcastle University
                    Distinction – MSc Computer Games Engineering
2011–15   University of Kent
                    1st Class – BA(Hons) Digital Arts