



TERESA MARDEL (TERRI) =

37a Vesta Avenue, St. Albans, Herts,

AL1 2PG

tmardel@btinternet.com

07792458293

www.doublexgames.co.uk

PERSONAL PROFILE

I have been a gamer since childhood. Concurrent to raising a family, I took an online learning course from **Train2Game**, in games design and development, thus illustrating my exceptional time management and resourcing skills.

My ambition is to create great games for everyone. I want to embrace the industry's shift to more 'story driven games' and create interactive witty storylines that connect the player to the character on an emotional level.

I regularly attend industry events including the annual Game Develop Conference Brighton and am an active member of the Women in Games Jobs (WIGJ) group since 2010. I actively network at WIGJ lunches and LinkedIn to keep up to date on industry developments.

I am also a keen supporter of bringing more young people into the industry, and as such give talks to students in schools.

GAMING HISTORY

I started playing games at the age of 6 on my dad's ZX Spectrum. I am a platform game lover at heart but usually enjoy anything with a good storyline. The PS3 is my console of choice utilising my personal comprehensive library I have amassed over the years. I also have a vast amount of mobile and social games player experience, as this market is ever growing and attracting more and more players. This and RSS feeds from Games Industry International to keep up to date with the latest trends and new innovations.

Games provide a unique storytelling platform, offering a real sense of immersion from the character interaction and the player. This is not currently mirrored in any other medium.

To check out more of my gaming history please go to <http://psnprofiles.com/tez82> or <http://raptr.com/tez82>

INDUSTRY EXPERIENCE

Sept 2014

Wobble Bobble Games

Myself and two other members of the **WIGJ Group** decided to collaborate and work together on some fun games for children. As well as being fun and non-violent, we hope to add in an educational element to our games too. We are working on our first title currently. Please visit www.facebook.com/Glowtheglowworm for details.



April 2014

Train 2 Game Gamejam

I took part in the **2014 Train2Game gamejam**. As team leader for Team 17, I was tasked with the role of project lead. In the weeks before the jam, I ensured that all of the team had connected and were beginning to work together on ideas for the event. Most of the team members were relatively new to games development, so I made sure that they all felt prepared and confident going into the jam. I felt I rose to this role, putting my leadership and management skills to the test.

At the jam, we created a game which we called Glow in the Dark. It was loosely based on Boulderdash, Glow the glow worm must navigate a maze in the darkness, finding pick up items as he goes. This is made harder in that the player character itself is the only source of light in the level. Screenshots at www.doublexgames.co.uk



Aug – Sept 2013

Junior Designer at Lady Shotgun

Games

I worked as a Junior Designer for **Lady Shotgun** as part of the **Games Trainee Finder** from **Creative Skillset**. I found the experience gained to be invaluable. I was part of the [Sing it Laurie](#) project, and worked on many aspects of the game. I was responsible for:

- Preparing art, animation and audio assets deliveries from the artists, animators and the audio engineer and making them ready for inclusion in the game.
- Managing the hand-over of assets to development team.
- Testing builds on iOS and Android.
- Using team management software to communicate with the rest of the team.
- Doing hands on development of a working mock up using Construct2.

I really enjoyed working as part of the Lady Shotgun Team, and hope to take the experience I have gained and put it to use on future projects.

October 2012 XX Gamejam sponsored by Ada Lovelace Day and Mindcandy



In October of 2012, I took part in the **first all-female Gamejam**. This was held in the **Mind Candy** offices in Shoreditch. The event was sponsored by Ada Lovelace Day and the theme was clockwork. My team and I created a game featuring Ada herself. The player jumps on buttons to release cogs, which then drop on a crocodile. Ada must defeat the crocodile and finish building her difference engine. I was called upon to actually build this game, which I accomplished using Gamemaker within 48 hours illustrating my ability to think on my feet, work under pressure and strategize to design and create a fully functioning game completely devoid of coder input.

September 2012 Train2Game Gamejam sponsored by Microsoft



I participated in the **2012 GameJam** in association with **Microsoft** and **Train2Game**. This was a world record breaking event, and we are now in the **Guinness Book of Records** for most participants in a single location.

My team and I had no artist assigned to us and I feel we rose to this challenge as we managed to create our level with minimal assets.

As the theme was Pride of London, I created an opening speech in cockney rhyming slang. This allowed me to demonstrate my creative and narrative skills.

Screen shots of the finished game and a link to the Windows store listing can be viewed on my website www.doublexgames.co.uk

November 2012 Road Hog Games



After the Train 2 Game Gamejam, myself and 2 other students I worked with decided to create our own studio.

We aim to bring to market modernised versions of games of yesteryear, creating new experiences ready for the next generation of gamers.

We are currently working on our first game entitled LGD. Based on Pong, this title blends mechanics of several games to create a new and unique user experience.

Please visit www.facebook.com/roadhoggames for more details.

EMPLOYMENT EXPERIENCE

2013-Present Tesco Express. **St. Albans, Herts**
Customer Assistant

2002-2013 Blockbuster Entertainment Ltd. **St. Albans, Herts**
Manager on Duty

2000 – 2002 E.S.A Market Research **St. Albans, Herts**
Accounts Assistant

EDUCATION

2009-present City and Guilds NVQ Level 6 in Design **Train2Game**
Currently working on last assignment, hoping to achieve a Merit grade.

2007 City & Guilds NVQ Level 2 **City & Guilds**
Qualification in retail management.

1993-1997 10 Gcse's Awarded BB-C **Marlborough School St.**
Albans

SKILLS

| | |
|-------------|----------------|
| Gamemaker | Unity |
| Construct 2 | Photoshop/Gimp |
| Word | Pyro Particles |
| Excel | Sprite sheets |
| PowerPoint | |

HOBBIES

Games. My all-time favourite game is God of War. I have always loved Greek mythology and that added to button bashing gameplay and puzzle solving mean that these games tick all the boxes for me. If I have a spare few minutes, I regularly play mobile games. I love puzzle and match 3 titles, as well as being an avid player of Simpsons Tapped out.

Theme Parks. I absolutely love theme parks and their rides. I try to do the park circuit with my children each summer.

Networking. I regularly attend industry events and really enjoy networking and meeting fellow people in the industry.

Mentoring. Although still relatively new to this career path, I regularly advise students coming up in the course behind me and love to give talks to schools.