



CLARK LIMER

Game Developer

PROFILE

Creative and technically minded **Game Designer and Developer** currently pursuing an **MSc in Games and Extended Reality** at the University of Salford (2025-26). Passionate about immersive experiences, psychological storytelling, and interactive design that connects emotion with mechanics. Experienced in **Unity (C#)**, **UI/UX design**, and **3D level creation**, with a strong background in both creative and technical workflows.

A collaborative team player who thrives in multidisciplinary environments and enjoys building experiences that challenge convention, whether developing XR prototypes, refining gameplay systems, or crafting memorable interfaces.

CONTACTS

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- www.infinitebros.dev
- Manchester, United Kingdom

SKILLS

- Unity 3D
- User Interfaces
- Interaction Design
- Affinity Designer
- XR Development

ENGINES



PROJECTS

Sept 2025 - Ongoing

LEAD DESIGNER & PROGRAMMER

(University of Salford Masters Project)

OUT OF FEAR

- Developing a **psychological horror** experience centered on emotional immersion and narrative tension.
- Experimenting with **XR technologies** and **lighting/audio cues** to manipulate player perception.

Jan 2024 - Ongoing

FOUNDER & GAME DEVELOPER

INFINITE BROS STUDIO

- Founded a **three-person indie studio** to develop *Ghostline: Remnant* after a successful collaborative graduate project.

GAME DESIGNER & UI DEVELOPER

GHOSTLINE: REMNANT

- Collaborative independent project with a Bournemouth University graduate team.
- Designed and implemented the full **user interface** and interaction flow using Unity UI.
- Contributed to core gameplay design, environmental layout, and developed player feedback systems.

EDUCATION

Sept 2025 - Sept 2026

MASTER OF SCIENCE - Games and Extended Reality

UNIVERSITY OF SALFORD

- Focus on immersive technologies, XR interaction design, and real-time development.
- Current major project: *Out of Fear*, a psychological horror experience exploring environmental storytelling and player tension.

Sept 2020 - June 2023

BACHELOR OF SCIENCE - Games Design

BOURNEMOUTH UNIVERSITY

- Achieved **Second-Class Honours**
- Core focus on **Level Design Fundamentals**, **Game Modelling**, **Interface Design**, and practical **Game Studio Project** development.
- Awarded the **Academic Achievement Scholarship** based on prior Triple Distinction BTEC results.

Sept 2018 - June 2020

BTEC - Animation & Computer Game Design

BOURNEMOUTH UNIVERSITY

- Achieved **D*D*D** and named **Student of the Year (2020)**