

## Profile

A games designer working in the industry since 2020, I have worked on a variety of completed projects and concepts. With experience in multiple areas of design, I am passionate about delivering an enjoyable experience, both for developers working on projects and the players that play them.

## Education

### MA Games Design - Distinction NFTS 2018-20

Focusing on all areas of games creation, working in Unity to take games from concept through to full development. Dissertation on the rise of Politics in games.

### BSC Games Development - 2:1 University of Northampton - 2013 -16

Focusing on programming using C#, C++, and Java. Dissertation focusing on using games to encourage exercise.

## Skills

### Games Design

Gameplay, UX, Level Design, Usability, Systems, Documentation, User Testing

### Games Development

C#, Visual Scripting, 3D Modelling

### Production Management

Agile Methodology, trained in Scrum.

### Soft Skills

Communication, Teamwork, Time Management

## Experience

### Game Designer(Acting Lead) - vTime Games Unannounced Project

Aug 2024- Present

Leading design on a well established IP

- Creating winning pitch to Full Games Design Document
- Mentoring colleague in assisting design
- Worked closely with Client
- Established structure for documentation - Templates, Pre-sets

### Game Designer(Acting Lead) - vTime Games Various Concepts

Mar 2023- Jul 24

Designing original concepts and concepts for clients

- Learning about established IPs and what fans might want
- Market Analysis of gaps in the market
- Prototyping, pitching, meeting other studios
- Working on improving studio workflow and structure

### Game Designer - vTime Games Border Bots VR

Nov 2021 - Mar 2023

A puzzle game inspired by Papers Please with a lighter tone and focus on narrative built in Unity.

- Gameplay - Gadgets, Interactions, Balancing
- Level Design - Blockouts, Iterations, Gameplay placement
- Narrative Design - Structure, Writing and Editing, Directing
- UI/UX - Tutorialisation, Controls, Feedback, HUD
- Implementation - Visual Scripting with Bolt
- Docs - Design Documentation, Briefs, Sheets
- Platforms - Console Certification, Platform Specific Features
- Other - Localisation, bug reporting and fixing

### Junior Game Designer - Supermassive Games Dark Pictures

Jan 2020 - Oct 2021

Owning two levels within House of Ashes.

- Creating game flow in Unreal Engine 4
- Blocking out gameplay in whitebox levels
- Integrating animation/audio with cameras in sequencer
- Documentation for narrative system
- Bug fixes/polishing levels for Single player and Multiplayer

### Mentor - IntoGames Mentor Program

Oct 2020- Present

Mentoring Students on getting into the industry

- Helping students with portfolios
- Giving feedback on work
- Providing sources to learn from
- Previous Mentees have succeeded in getting into industry

## Tools

**Engines:** Unity, Unreal

**Art:** Adobe Photoshop, Illustrator

**Docs:** Confluence, Sheets, Slides, Google Drawing

**Planning:** Jira, Perforce

**Misc:** F-Mod, Midjourney