

## Professional Game Development Experience:

### Cloud Imperium Games – Senior Games Developer.

**Period:** October 2016 – Present (Promoted to Senior in 2018)

#### Credits

Star Citizen (PC)

Squadron 42 (PC) (In Development)

- Level Design owner for three levels in Squadron 42 from initial whitebox to polished art.
- Designing and Prototyping of new games mechanics and systems.
- Assisting in the development of combat and social AI, including prototyping new behaviours and activities
- Supporting the development of new tools prior to other developers use them.
- Continually evaluating and providing feedback for improvement to pipelines and workflows.
- Mentoring two junior level designers and providing written and verbal tutorials for other colleagues.
- Cross studio communicating with teams in other time zones (Germany, USA)

My current role at Cloud Imperium Games has provided me the opportunity to become extremely versatile and provides variety in my daily tasks. In a typical working week, I can be creating documentation for new game mechanics and communicating with programmers on how to implement them technically. The next day, I could be playtesting a level that I have designed and whiteboxed.

As well as traditional level design skills, my current role requires a high level of technical understanding and that gives me professional fulfilment. I prototype new features using a visual scripting tool similar to those used by Unreal Engine's blueprint or CryEngine's schematyc.

I've always enjoyed learning new tools and programs but now my current role permits me to directly influence the development of the software I use to make games and improve the workflow for myself and other colleagues

In addition to my everyday responsibilities It has given me pleasure to provide mentoring to develop two junior level designers by passing on development tips and skills that were provided to me in the same way from the designers who mentored me.

### Crytek – Games Designer & Level Designer

**Period:** December 2014 – October 2016

#### Credits

The Climb (Oculus Rift)

Robinson: The Journey (PlayStation VR)

- Pioneering investigation into VR design rules and difficulties
- Using research to design and implement VR-centric gameplay and mechanics
- Documenting VR best practice and instructing colleagues

In my first two years as a level designer I created two original games using two brand new technologies (Oculus Rift & PlayStation VR). I conducted innovative research to address issues such as "VR Sickness" and movement in VR. Using what I had learnt I was able to design mission and game mechanics that prevented those problems.

### Crytek - Junior Games Designer & Level Designer

**Period:** December 2013 – December 2014.

#### Credits

Warface (PC & Xbox)

- Creation and maintenance of levels from whitebox to game release
- Preliminary research into map location and discovery of gameplay possibilities
- Iterating maps from community feedback and from within the development teams
- Map optimization to meet strict performance targets
- Quality assurance and bug fixing to produce a quality, shippable product

Following my promotion to Junior Level Designer my training continued when I joined the team working on Ryse: Son of Rome. After the successful launch of "Ryse" I joined the team working on Warface where my level of responsibility again increased as i was tasked to create "Grand Bazaar" a level for a brand new market.

## **Crytek - Sandbox and Tools Tester**

**Period:** June 2012 – December 2013

### Credits

Ryse: Son of Rome (Xbox One)  
Warface (PC & Xbox 360)  
Crysis 3 (PC & Xbox 360)

- Testing of game development tools used by the design teams ☑
- Reported of bugs within the software

Following graduation from University, this was my first opportunity to work as a professional in the games industry.

This provided me with an understanding of AAA games development. I had to comprehensively learn the CryEngine in order to anticipate the problems developers might have with the tools they were using before the issues interfered with game development.

## **Modding & Volunteer Experience:**

### **Clockwork Interactive - Level Designer**

**Period:** February 2010 – June 2012

### Credits

Plagued Mod (PC)

- Scripting new game mechanics using UDK Kismet, a visual scripting program ☑
- Creating design documentation for levels with 2d level layouts ☑
- Contribution towards game design discussions ☑
- Prototyping level design using Autodesk 3DS Max

## **Skills and Experience Using:**

- |                                           |                                         |
|-------------------------------------------|-----------------------------------------|
| ■ Unreal Engine                           | ■ Confluence / Jira                     |
| ■ CryEngine                               | ■ Perforce (p4v)                        |
| ■ Autodesk: 3DS MAX                       | ■ Adobe CS5: Photoshop, Flash, Premiere |
| ■ Visual Scripting (Blueprint, Schematyc) |                                         |
| ■ Foundational C++ and .xml               |                                         |
| ■ Modding Experience                      |                                         |

## **Education:**

### **University of Bolton. UK - Games Design Degree (BSc) – 1st class honours**

**Period:** September 2009 – June 2012

The course content included modules of:

- Games Art & Design ☑
- Games Scripting ☑
- Planning and Production ☑
- Sound Design ☑
- Games Narrative

The Games Design degree gave me a greater appreciation of the games industry and resulted in enabling closer team working with different disciplines including artists and programmers.

## **Hobbies and Interests:**

- Strategy based Board Games - I.e Risk, Warhammer and Chess☑
- Sports (Rugby, Football and Tennis) ☑
- Competitive Gaming ☑
- Casual and co-op gaming