

Level Design and Industry Experience:

Crytek – Games/Level Designer

Period: 2014 – Present

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 on two brand new technologies (Oculus Rift and 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/Level Designer

Period: 2013 – 2014 December.

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 upon joining the team working on Ryse: Son of Rome. After the successful launch of "Ryse" I joined the Warface team where my levels of responsibility immediately 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)

- Tested game development tools used by the level design teams
- Reported bugs with the software

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

Ryse: 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:

- UDK
- CryEngine
- Modding Experience
- Autodesk: 3DS MAX
- Adobe CS4: Photoshop, Flash, Premiere
- Wikis
- Perforce (p4v)
- JIRA
- Microsoft Word & Excel

Education:

University of Bolton. United Kingdom - Games Design BSc – 1st class honors

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 closer team working with different disciplines including artists and programmers.

Hobbies and Interests:

- Board Games
- Sports (Rugby, Football and Tennis)
- Competitive Gaming
- Casual and co-op gaming