

PROJECT EXPERIENCE:

Pacer (Individual)

Movement Focused FPS (April 22nd - Present)

Game / Level Designer / Sprint Lead

- Implemented three functionally different weapons.
- Designed and implemented both a tutorial and playable level.
- Implemented three separate / differently behaving AI enemy types.
- Implemented a range of different UI / informative widgets
- Solely mitigated many build issues & produced numerous itch.io builds.
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- Designed and implemented engaging movement mechanics

Dreamscaper (Team of 8)

3P Action Adventure (October 7th 2024 - December 9th 2025)

Game / Level / UX Designer

- Solely designed / created game's initial tutorial section
- Solely implemented mechanic tutorial blueprints / widgets
- Adeptly implemented established level design theories to create an easily navigated playable level
- Visually scripted & implemented numerous puzzle mechanics and a checkpoint system
- Made systems' tutorials digestible through UI & UX Design (e.g. through media player widgets).
- Solely mitigated build issues & produced multiple itch.io builds
- Improved game feel through implementation of feedback into mechanic's design documentation (Wall Jump Height, Use of Map rotation mechanic, Rail positioning).
- Assisted with project management & team sprint reviews, task prioritisation & task assignment using Jira.
- QA tested all levels and provided a plethora of design related feedback points & fixes.

TECHNICAL SKILLS :

- Game Design
- Level Design
- Game Scripting
- Visual Scripting
- Source Control

SOFTWARE PROFICIENCY:

- Unreal Engine 5
- Unity
- GitHub
- Maya
- Atlassian Products (Jira, Confluence)
- Adobe Suite (Substance Painter, Photoshop)
- Microsoft Office (Word, Excel, Powerpoint)

EDUCATION:

BSc (Hons) Game Design

Manchester Metropolitan University (First) 2022 - 2025)

- Practice in Agile and scrum methodology
- Communication and collaboration with other members in team projects
- Planning and documenting game projects

L3 Ext Diploma Game Development

Priestley College - (Merit) 2020 - 2022

- Practice in Unreal Engine, Unity, Maya, Adobe Suite, GitHub
- Priestley College
- Worked in numerous team project Game Jams
- Released two itch.io projects

REFERENCES:

Harry Foster, Mid Level Game Designer

Email: hfooster@1010games.com



PROFILE:

I am a passionate and dedicated Game Designer with a strong focus on collaboration and problem-solving. Over the past 5 years, I've gained academic experience in game development and released five personal projects on platforms including Steam & Itch.io, working both independently and as part of a team. Beyond these releases, I have also contributed to various other projects across different genres.

HOBBIES:

I enjoy exploring games across various genres and studying what makes them engaging and successful. When I'm not creating or playing games, I spend time training at my local bouldering gym, connecting with nature, or travelling to new places and meeting people from different cultures. Through my travels with friends, I've visited 12 countries and explored over 35 cities, with NYC, Hanoi, Tokyo, Milan, Seoul, and Cologne standing out as personal favourites. These experiences have helped me become more self-reliant, socially confident, and culturally aware while strengthening my problem-solving and communication skills.

MORE PROJECTS:

Orbit's End (Team of 3)

Alien Inspired - FP Horror Game (27th July - Present)

Level / Game Designer

- Solely **designed** / blocked out space themed level.
- Worked in **Jira, Confluence, UE5 & GitHub**.
- **Contributed to** Confluence **GDD & systems design**.
- **Implemented** industry established & recognised **level design theory**.
- **Working** closely with **AAA designers** with years of industry experience.
- **Learnt Steam game application/maintenance process**.
- Collaborating in the creation and documentation of game / mechanics.

WORK EXPERIENCE:

Sainsburys, Retail Assistant

(April 3rd 2025 - Present)

- Gaining further experience in teamworking skills, customer service stock control and shipping practices.

Budgens, Customer Assistant

(December 5th 2021 - September 5th 2022)

- Through this role, I gained valuable experience in customer service, complaint handling, Evri shipping practices, stock control and teamwork.

Evri, Warehouse Operative

(September 6th 2023 - October 20th 2024)

- This job, enhanced my teamwork and communication skills, and I gained comprehensive experience in warehouse operations, including inbound and outbound operations in a demanding environment.

