

SUMMARY

Technical Gameplay Designer who has led and shipped two DLCs, four maps, and 20+ gameplay features for a live multiplayer title, working across design, engineering, art, production and outsourcing partners. Experience owning features from design intent through to Unreal Engine implementation.

Has the right to work in the UK, USA and Canada - willing to relocate to either of these countries.

TOP SKILLS

- **Unreal Engine 5** – Blueprint visual scripting, C++, Gameplay Ability System, tooling, profiling
- **Technical Design** – Prototyping, feature ownership, full design-to-release pipeline
- **Cross-Discipline Leadership** – Communicating design vision across art, engineering and production, including coordination of local and international outsourcing teams
- **Player Research & Feedback** – Playtesting coordination, community feedback loops, data-informed iteration

EXPERIENCE

World Makers, Cambridge – Gameplay Designer

Jan 2025 – PRESENT

- Project lead on **2 DLCs (Alien and Cowboy Packs)**, **4 maps (Manor, Circus, Space and Wildwest)**, **20+ game features and balancing patches**, and **5+ season passes**.
- Led and communicated creative and design vision across all disciplines (art, engineering, and production) coordinating both local (**Rekindled** and **PitStop Productions**) and international outsourcing teams (**Ares Studio**) while contributing hands-on to implementation.
- Led implementation of major game feature releases (**Alien and Cowboy Terrors** and **Manor, Circus, Space and Wildwest maps**) in C++ and Unreal Blueprint.
- Conducted genre research for **MVX: London**, identifying and proposing suitable micro and macro gameplay loops for the game's **creature spawning system** and **mission structure**.
- Created 4 highly detailed levels (**Manor, Circus, Space, and Wildwest**) from blockout to release in Deceit 2.
- Presented updates to players in both live and scripted formats (**Alien DLC**)
- Collated feedback from playtesters and live players for **balancing roles, items and maps**.

World Makers, Cambridge – Graduate Gameplay Programmer

Oct 2022 – Jan 2025

- Took designer-authored features from prototype to polished release across multiple releases, such as **Map Inspection and Sabotage Mechanics** and **new playable roles, such as the Phantom**.
- Created tooling (**Deceit 2 task periphery system**) to aid sound designers and 3D artists in implementing their own work into tasks.
- Programmed primarily in visual scripting across all areas of gameplay, including **architecture, networking, tooling, profiling** and Unreal Engine-specific plugins like the **Gameplay Ability System**.

Astral Dawn Studios, Windsor – Founder & Artist

Jun 2019 – Oct 2020

- Self-directed development in Unity with two other founders. Developed demo with a public release featuring **multiple levels**, **a menu** and a **time trial mode**.

EDUCATION

Newcastle University – Master's in Computing (Games Engineering)

Sep 2018 – Jun 2022, Newcastle

- Grade: First Class with Honours
- MEng focused on **C++**, with a **Networking module**, a Master's dissertation on **procedural animation using Unreal Engine**, and a bachelor's dissertation on **procedural city generation**.

The Windsor Boys' School – Secondary School

Sep 2013 – Jul 2018

- Self-directed Extended Project Qualification on Intuitive Game Design
 - Created a first level of a 2D platformer designed to intuitively teach the player the game, ending on a Boss Battle.
 - Included a dissertation and presentation