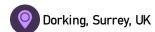


Contact





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Credits

HYENAS

Level Designer | Cancelled 2023

THE DARK PICTURES: THE DEVIL IN ME Game Designer | November 2022

THE DARK PICTURES: HOUSE OF ASHES Game Designer | *October 2021*

THE DARK PLOT IDEA LITTLE HE

THE DARK PICTURES: LITTLE HOPE Level Designer | *October 2020*

THE DARK PICTURES: MAN OF MEDAN Level Designer | *August 2019*

Education

SHEFFIELD HALLAM UNIVERSITY

MA Computer Games Design – Merit September 2017 – September 2018

TEESSIDE UNIVERSITY

BA Computer Games Design – First Class (Honours) September 2013 – June 2017

Achievements

BAFTA | BAFTA CREW GAMES MEMBER 2021

EXPOTEES AWARD - GAMES CONCEPT & DESIGN May 2017

Experience

Creative Assembly Level Designer | Sept 2021 - Present

- Designing and developing PvPvE maps from 2D to deliverable quality, taking into consideration multiple playstyles, gadgets and character weapons and abilities within Unreal Engine 4.
- Designing and balancing PvE encounters, including setting up and refining player detection ingredients and implementing enemy Al markup.
- Implementing systems such as events, resources, and security areas to support the game mode and encourage PvP and PvE engagement.
- Utilise modular kit sets and Houdini to build gameplay spaces.
- Lead and owned feature changes from proposal stages to final completion and maintain high levels of quality throughout.
- Aided in reworking and pushing level design pillars for HYENAS.

Supermassive Games

Level/Cinematic Game Designer | Aug 2018 - Sept 2021

- Creation of levels and gameplay using the in-house storyboard tool to pre-vis the game from start to finish.
- Blocking out levels and gameplay, iterating upon them based on director and peer feedback.
- Create the moment-to-moment logic and flow for branching narrative games within Unreal Engine 4.
- Implementing and scripting cinematic sequences, balancing and adjusting the pacing.
- Translating prototypes into game ready logic, implementing Al and game mechanics based on design documentation.

Software Skills

- Unreal Engine 4
- Elder Scrolls V: Skyrim Creation Kit •
- Fallout 4 Creation Kit
- Perforce

- 3DS Max
- Adobe Photoshop
- Adobe Premier Pro
- Microsoft Office Suite

Professional Skills

- Dedicated passion for Level Design
- Committed to building fun and immersive experiences.
- Experience in all stages of the Level Design process.
- Enthusiastic about environmental storytelling through Level Design.
- Strong design documentation skills.
- Puts care and detail into my work.
- Quick to adapt and learn new skills.