

Career History

Jun 2023 – Present

Games Designer

Over 1 Year

Skyhook Games, Liverpool

In my current role, I am working on an unannounced UE5 open world co-op simulator. My contributions so far include: writing the majority of the GDD to a high standard and maintaining its structure on confluence; ownership over designs for the world map, tool systems, animal AI, progression systems, GUI and player inputs; chairing project-wide meetings to coordinate the implementation of complex systems; running a daily stand-up meeting for nine team members including production, audio, narrative and GUI designers; holding regular feature-team meetings to explain design philosophies and discuss any potential changes; addressing or responding to publisher feedback; managing Jira tasks, creating and assigning them for myself and others as well as assisting production with planning; ensuring that PlayStation TRCs are upheld at the design stage.

I also work on a few other internal projects, so far providing VR consultation for LMS VR, as well as a GUI review for an external project. I also regularly introduce work experience students to the basics of games design and how it ties in with the development process. I greatly enjoy the flexibility of hybrid working and being able to work from home.

Feb 2019 – Jun 2023

CertOps Compliance Tester

4½ Years

Sony Interactive Entertainment, Liverpool

In this role, I inspected applications to ensure that they adhere to PlayStation TRCs, compiling detailed bug reports for all issues encountered. I regularly took on additional responsibilities such as training new team members, organising the equipment room, and creating spreadsheet tools. I was also acting Team Leader, where I managed a test team, vetted bugs, responded to developer queries, and discussed issues with supervisors. I maintained a good relationship with my colleagues and adapted well to working from home.

Dec 2018 – Jan 2019

CertOps SWQA Tester

2 Months

Sony Interactive Entertainment, Liverpool

In this role, I performed test cases for a huge variety of games to ensure they were compatible with upcoming firmware updates. The job provided me with valuable experience of testing processes and QA standards as well as familiarity with debug settings and database tools.

Education

2014 – 2017 3 Years	BA (Hons) Games Design, First Class Degree (81%) <i>University of Central Lancashire</i>
2012 – 2014 2 Years	BTEC Level 3 Ext Diploma, Games Development – DMM <i>South Thames College, Wandsworth Campus</i>
2010 – 2011 GCSEs	English – C Maths & Statistics – B, B Triple Science – C, C, C <i>Carshalton Boys Sports College</i>

Technical Skills

- **Unreal Engine 5:** Blueprint visual scripting, UMG Interfaces, behaviour trees, VR implementation, mobile development. Completed many projects within this engine.
- **Perforce:** Used while implementing designs into UE5 within a large development team.
- **GameMaker Studio 2:** GML coding, completed a variety of projects within this engine.
- **Unity:** Systems and level design for some smaller projects within this engine.
- **Photoshop:** Over 15 years of experience creating graphics and mockup images.
- **Confluence:** Extensively used to create GDDs for a few games while also maintaining page structure and a high level of usability and readability.
- **Jira:** Assisting production by assigning and managing tasks for myself and others.
- **Figma:** Created several designs and collaborated with GUI designers to refine ideas.
- **Excel:** Created many spreadsheets to aid with design, and some tools now used at SIE.
- **Other Software Familiarity:** Autodesk Maya, Aseprite, Bosca Ceoil, Houdini.

Professional Skills

- Always coming up with new ideas, interesting designs and alternative approaches.
- Adept at thinking outside the box, particularly when problem-solving.
- Consistently taking initiative to remove obstacles and keep things running smoothly.
- Welcoming towards feedback and willing to act upon it.
- Excellent written and verbal communication, which also applies to presentations.
- Able to review and scrutinise the finer details of a design or document.
- Good team leader, can direct team members concisely and politely.
- Work well in a team and in collaboration with other teams.
- Great time management and organisational skills.
- Fast learner, especially with software and technical equipment.
- Flexible attitude towards office, home, and hybrid working.