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STRENGTHS

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Creative Problem Solver
Catching engine and gameplay bottlenecks early and turning them into simple, low-cost wins for players and devs.
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Versatile System Knowledge
Mixed-discipline skill set supporting varied feature teams, with the ability to independently rapid-prototype practical design proposals.
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Strong Communication Skills
Approachable, collaborative communicator experienced in supporting diverse teams and coordinating cross-studio efforts.

SKILLS

Principle Game Design	Unreal Engine
Rapid Prototyping	System Design
Mission Design	Developer Tools
Multiplayer Abilities	UI/UX
Localisation	Market Research

EDUCATION

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BA (Hons) Computer Games Design
1st Class Honours
Teesside University, 2016 – 2019

AWARDS

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Professor Leni Oglesby Prize
Recognised for continuous growth and student support.
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Best Technical Artefact (x2)
Awarded for multiple high quality project explorations.

PASSIONS

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High-End Co-Op / MMO Raiding
Tough encounters that bring players together and make teamwork shine.
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Languages & Player Psychology
Studying Japanese (日本語) and exploring how players can discover themselves through online avatars.

SUMMARY

Senior Game Designer with 10+ years of experience prototyping online multiplayer systems and leading feature teams. Focused on collaboration, smart iteration, and creating meaningful player experiences.

JOB EXPERIENCE



Senior Game Designer
UNSEEN Inc.

2025 – Present
Tokyo, Japan

- Rapid Feature Exploration:** Simplifying complex information into hands-on prototypes and support material for a rapid, multi-lingual global-studio development cycle.
- Dynamic World-Content System Development:** Co-managing the world manager to support dynamically spawning tag-based multiplayer activity “packs”, populating the city based on player-progression and world-state conditional queries.
- Mission Development:** Visual-scripting custom co-op story missions and a wide variety of replayable common activities built from repurposable modular components.
- Streamlining LD production:** Building Editor-Widget development tools and expanding node-based Quest Graphs to make long-term progression and open-world activity creation more approachable through lightweight proxy management and automation.
- UI/UX Support:** Contributing to Menu and HUD look-development documentation and co-developing interface-ready widgets for activity guidance and multiple Dialogue systems.



Senior Technical Game Designer
Sumo Digital

2019 – 2025
Newcastle, UK

- Prototype Development & RFP Support:** Leading new IP explorations for the wider team and collaborating with directors to secure RFPs and shape early project vision.
- Teaching & Staff Development:** Host for principle game-design workshops and mentor to junior staff in pitch-deck creation. Served as a PRISM Diversity & Inclusivity Champion for Sumo Group’s IP review team.
- Versatile Feature Ownership:** Hands-on cross-discipline contribution across multiple Sumo Group team projects. Feature examples include:
 - End-to-end implementation of new Heroes** for an online competitive melee title, expanding combo trees, cooldown abilities, co-op synergies, and progression tuning.
 - Refinement of **traversal systems through IK-driven animation states** (FP/TP climbing variants, swinging, knock-backs).
 - Prototyping and maintaining a **mixed suite of realistic and fantastical FPS weapons** for role-based kits while supporting the transition of a proprietary engine to online play.
- Live-Ops Support:** Reviewing in-game player-engagement cycles to ensure successful delivery of previously unfulfilled balances and features, contributing to a 230% increase in active users. Producing data-driven census reports to highlight shifts in an evolving market.



Technical Game Designer
R8 Games

2018 – 2019
Middlesbrough, UK

- Vehicle & Track Creation:** Refining anti-grav combat physics and adjusting power-up placement to shape optimal racing lines and overall track flow.



Functionality Tester
SEGA

2014 – 2016
Brentford, UK

- Playtest-Report Cycle:** Contributing structured playtest data and managing bug-tracking for multiple AAA publishing titles using TestTrack (Helix ALM) and DevSuite.

