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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 *Happenings* system 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.

