

## CONTACT

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 [nathancg.design](#) (Portfolio)

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## STRENGTHS



### Creative Problem Solver

Ability to reassess core game loops and solve issues using RGD.



### Versatile Mechanic Knowledge

Mixed-discipline skillset supporting the rapid prototyping of complex features.



### Strong Communication Skills

Building strong relationships between studios and creating multiple successful pitches.

## SKILLS

Principle Game Design

UE4 / UE5

Rapid Prototyping

Communication

Mechanic Design

Problem Solving

Leadership

Market Research

## AWARDS



### Professor Leni Oglesby Prize

Recognised for continuous growth and student support.



### Best Technical Artefact (x2)

Awarded for multiple high quality solo projects and design outlines.

## SUMMARY

Senior Game Designer and obscure-game hunter with 9+ years of experience on both Competitive and Cooperative titles across PC, Mobile, and Consoles via Unreal Engine and proprietary software.

A genuine passion for the field with a spark for creative problem solving, always up for projects to refine skillsets, motivate teams, and produce endearing and satisfying gameplay experiences.

## JOB EXPERIENCE



### Senior Technical Game Designer

Sumo Digital

2019 – Present

 Newcastle, UK

#### Responsibilities

- Instrumental in championing Gameplay Features on behalf of the Team through creating and pitching Decks for Stakeholder buy-ins and a unified game experience.
- Driving end-to-end feature implementation; writing FSOs for initial discipline perspective, creating Confluence One Pagers to aid Production costs, and highlighting the design intention when Onboarding staff.
- A wealth of game knowledge, providing flexibility and a deep empathy towards Player motivators while planning micro-macro loops and supporting long-term user engagement.
- Reflecting on regular playtest feedback and Core Game Pillars to inform design iterations and rapidly adapt mechanics via custom Visual Script tools.
- Utilising years of experience to inform and teach design principles in Workshops across the entire Sumo Group and 1:1 mentoring.
- Experience working without supervision and leading a mixed-discipline Strike Team of 10+ Staff in hybrid work environments.
- Knowledge of F2P monetization through the collating and distilling of progression systems and evolving market trends across multiple genres.

#### Key Achievements

- Increasing player engagement by 230% via overhauling Game Modes and introducing characters during live ops.
- Pitching the onboarding Mission, rapidly iterating the scenario through visual scripting, and evolving into a playable fantasy showcase.
- Representative for Twitch promotional material and studio host for update showcases.

- Owner of UI/UX Localisation (12 Languages including EFIGS and CIK), acting as a trusted contact to external partners for Feature Teams.
- Worked closely with Directors to communicate vision decks to aid in collaborating with studios across locations such as America, China, Denmark, Finland, and Japan.
- Championing Inclusivity and upholding standards across all Sumo Group IPs undergoing greenlight as part of our Belonging Team *PRISM*.



## Technical Game Designer

R8 Games

2018 – 2019

Middlesbrough, UK

- Worked part-time on an anti-gravity racer while undergoing BA (Hons), balancing hovercraft metrics and loadout content through playtest data.
- Creating racing tracks and permutations, rapidly iterating ingredient placements to optimise contesting points for competitive play.



## Functionality Tester

SEGA

2014 – 2016

Brentford, UK

- Performed daily playtests on various SEGA-published titles such as *Alien: Isolation*, tracking reports via application lifecycle management software *TestTrack (Helix ALM)* and *Devsuite*.

## EDUCATION

### BA (Hons) Computer Games Design

1<sup>st</sup> Class Honors

2016 – 2019

Teesside University

## INTERESTS

- Web Series and Books regarding player psychology
- Reimagining media as Pixel Art classics
- Comics and Detective Fiction
- Co-Operative Tabletop and MMO PvE Raiding
- Learning Languages (日本語)

## REFERENCES

References are available upon request.