

Professional profile

A versatile and adaptable writer and games designer with almost two decades of experience in shipping everything from major AAA console titles to indie VR games. Comfortable leading teams, managing, mentoring and developing other designers. Skilled in level, encounter and system design; narrative; world building (through collectibles, environmental storytelling etc.), and dialogue creation. Particularly skilled at writing, and level/world design. Passionate about creating and fostering a happy and welcoming studio culture, with strong interpersonal skills and excellent communication skills, both spoken and written.

Game design experience

Little Red Dog Games

20/06/2022 – 21/12/2023

SENIOR WRITER AND NARRATIVE DESIGNER

Unannounced strategy-action game – As the sole writer and narrative designer in the company, I worked closely with the creative director to shape and realise the creative vision for the game. I was responsible for both designing *how* the narrative is conveyed to the player (designing dialogue systems, quest structures, tutorials etc.) as well as what the overall narrative *is* and how it is divided into playable chunks, by designing all the quests the player can undertake, events that occur with or without player input etc. I also designed the world itself – all the factions, geography, the history/backstory, the characters (both playable and NPC) and their motivations. In addition, I wrote all the text – dialogues, item and location descriptions and more – and I was responsible for implementing all quests into the game.

nDREAMS

20/09/2021 – 20/06/2022

PRINCIPAL LEVEL DESIGNER

Ghostbusters: Rise of the Ghost Lord – I worked with with the Game Director to shape the game’s narrative, characters, and script, while being primarily responsible for developing the game’s locations to allow for rich and rewarding environmental storytelling. As the most senior level designer in the company, I was responsible for creating new workflows and pipelines, as well as improving existing ones, interviewing level design candidates, and line managing other level designers. I worked with the game’s wider leadership team to define team workload and scheduling. Other responsibilities included reviewing and guiding level development from concept through to final playable, as well as overseeing the development of multiple mission types. In addition, I had responsibility for implementing my own missions using Unreal Engine 4 and Blueprints.

PIXEL TOYS

03/12/2019 – 15/09/2021

LEAD LEVEL AND NARRATIVE DESIGNER

Unannounced action-adventure game - Managed team workload and scheduling, interviewed design candidates, trained new team members and line managed the team. Responsible for planning, overseeing and reviewing design documents from concept to final level design; guiding level creation from whitebox to final polished state. I was also responsible for the narrative design, story and writing on the project, working with the leadership team and external writers to produce an exciting and engaging story experience for players. I worked closely with other discipline leads, the project director and company stakeholders daily to steer development focus and overall game ‘feel’.

Battle Sister - Led level design team and co-led story development. Responsibilities included approving team workload and scheduling, interviewing design candidates and mentoring junior designers. I led the planning of levels from concept to final design; built several levels from concept to final polish, implemented gameplay (environmental interaction, puzzles, combat and traversal) into levels using Playmaker visual scripting. Also, during this time, I was instrumental in developing and delivering successful pitches to publishers and was a founding member of the studio's equality and diversity steering committee.

PLAYGROUND GAMES

January 2018 – 09/11/2018

LEVEL DESIGNER

Forza Horizon 4 – responsible for road creation, creating point-to-point and circuit race routes using FUEL software; using Adobe Mudbox to sculpt and refine landscape and roads; creating whitebox assets in 3ds Max; rapidly iterate on white box routes to ensure outstanding gameplay.

CODEMASTERS - BIRMINGHAM STUDIO

2016 - 2017

EXPERIENCED LEVEL DESIGNER

Micro Machines World Series – used Unity engine to translate paper designs for tracks and battle arenas into final playable levels; enabled swift prototyping of level ideas using Autodesk 3ds Max to model track features and objects to white box standard; designed interactive elements to tracks.

NINJA THEORY

2011 - 2014

JUNIOR DESIGNER

Disney Infinity 2.0 and 3.0 – Created and implemented mission design, level layouts and documentation.

Unannounced Action Title – Collaborated on environmental narrative design, wrote audio logs, newspaper clippings and other collectibles, wrote NPC barks and dialogue. Used Unreal Engine 4 and Blueprint to design level layouts, combat encounters, puzzle and stealth gameplay sections.

DmC: Devil May Cry and Vergil's Downfall DLC – Produced level and combat encounter designs using Unreal Engine 3 and Kismet; produced level flow diagrams and design documentation.

QA experience (selected)

NINJA THEORY

2009 - 2011

SENIOR QA TECHNICIAN

Education

UNIVERSITY OF HULL – BA (Hons) English Literature (2:1)

1999 – 2002

Favourite games

Alan Wake 2; Chants of Sennaar; Sunless Skies; Return of the Obra Dinn; Everybody's Gone To The Rapture; Control; Hollow Knight; Hellblade: Senua's Sacrifice

Hobbies

I'm interested in a wide range of subjects, from cooking to media criticism/studies, to history (ranging from Iron Age European history, to 20th century social history; from the history of architecture to folklore, myths and legends). My main passions are videogames, reading, film/tv, but most of all writing fiction, especially in the magical realism, science fiction and fantasy genres.