

MICHAEL BUNNING

Lead Game Designer & Writer

Portfolio: www.michael-bunning.co.uk

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PROFESSIONAL SUMMARY

Senior game design leader with 13+ years of experience delivering successful AAA and indie titles across console, PC, and VR platforms. Proven track record in leading cross-functional teams, managing full project lifecycles. Expertise spans game, systems, level and narrative design.

PROFESSIONAL EXPERIENCE

SENIOR WRITER | Failbetter Games

April 2025 - Present Project: **Fallen London** (<https://www.fallenlondon.com>)

- Pitching and writing stories for ongoing narrative RPG game
- Editing stories written by other writers

LEAD GAME DESIGNER | Soul Assembly Limited

January 2024 – January 2025 Project: **Last Stand (Mixed Reality Multiplayer)**

- Led design team for groundbreaking mixed reality title featuring tech innovations
- Managed full project lifecycle from concept to release within 10-month timeline
- Established and nurtured high-performing team culture

SENIOR WRITER & NARRATIVE DESIGNER | Little Red Dog Games

June 2022 - December 2023 Project: **Unannounced Strategy-Action Game**

- Designed and implemented dialogue, quests, tutorials and dynamic event systems
- Wrote all dialogue, storylines, item and location descriptions

PRINCIPAL LEVEL DESIGNER | nDreams

September 2021 - June 2022 Project: **Ghostbusters: Rise of the Ghost Lord**

- Led level design department, establishing workflows and quality standards
- Managed recruitment and professional development for level design team

LEAD LEVEL & NARRATIVE DESIGNER | Pixel Toys

December 2018 - September 2021 **Projects: Project Starwarden & Battle Sister**

- Directed narrative design and story development across multiple projects
- Managed level design team through full production cycle

LEVEL DESIGNER | Playground Games

January 2018 - November 2018 **Project: Forza Horizon 4**

- Created race routes and circuits, edited terrain and road systems

Previous Roles Include:

- **Level Designer** at Codemasters (Micro Machines World Series)
- **Junior Designer** at Ninja Theory (DmC: Devil May Cry, Disney Infinity)

CORE COMPETENCIES

- Game Design: System Design, Level Design, Combat Design, Quest Design
- Technical: Unreal Engine 4/5, Unity, Blueprints, Playmaker, 3ds Max, Adobe Suite
- Leadership: Team Management, Mentoring, Agile/Scrum, Pipeline Development
- Narrative: Story Development, Environmental Storytelling, Dialogue Systems

TECHNICAL PROFICIENCY

- **Engines:** Unreal Engine 4/5, Unity
- **Tools:** Blueprints, Playmaker, FUEL, 3ds Max, Adobe Suite, Ink, Twine
- **Methodologies:** Agile, Scrum, GaaS

SHIPPED TITLES

- Fallen London (2010 - present)
- Last Stand (2024)
- Ghostbusters: Rise of the Ghost Lord (2023)
- Battle Sister (2021)
- Forza Horizon 4 (2018)
- Micro Machines World Series (2017)
- Disney Infinity 2.0/3.0 (2014)
- DmC: Devil May Cry (2013)

EDUCATION

BA (Hons) English Literature (2:1)

University of Hull, 1999 - 2002