Game Designer/Junior Designer   **Nov 2022 - Apr 2024**
Supermassive Games

Designer on two cinematic narrative horror games, working on cinematics, level design and AI encounters.

- Taking ownership of multiple tasks and developing them from initial idea to final deliverable
- Creating and maintaining clear technical documentation
- Creating maps and storyboards for game levels and building them in Unreal Engine
- Working with other departments to ensure everything came together to meet design specifications

Octopus 8 Studios Ltd   **Internship, Summer 2019**
Designer

Designer on a visual novel style educational game, in which the player runs a newspaper company, intended to showcase the dangers of plagiarism. Worked with a team of 4 other interns, based on a brief that was commissioned by Brunel University.

- Managing structured data using spreadsheets
- Creating the game's narrative content for the characters and setting
- Following a defined brief and delivery timeline

EDUCATION

CompTIA Security+   **Feb 2026**
Cyber Security Skills Bootcamp – Fareport Training

BA (Hons) Games Design (Technology) 2.1   **Sept 2018 – June 2021**
Brunel University London

A Levels: Maths, Computer Science, Physics

HOBBIES

- 2nd Dan Black belt in Tae Kwon Do
- Tabletop role playing games
- Painting miniatures
- Video Games, across a variety of genres
- Cooking, experimenting with variations on dishes and trying new recipes.
- Grade 5 Piano

GAME CREDITS

Upcoming Dark Pictures Game

The Casting of Frank Stone

The Dark Pictures: The Devil in Me

References available on request