

## Game Designer/Junior Designer

March 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

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### **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

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- 2<sup>nd</sup> 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

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Directive 8020

The Casting of Frank Stone

The Dark Pictures: The Devil in Me

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References available on request