



<http://www.willnrogers.com/game-design-portfolio>

PROFILE

An ambitious, versatile game designer with a mix of creative, technical, and narrative skills and experience. Recently completed a Masters in video game design, enterprise, and production at Birmingham City University, receiving a distinction.

Contributed level and game design to *Alien Swarm: Reactive Drop*, which is available on Steam with over 18,000 player reviews and an 'Overwhelmingly Positive' rating.

Experienced working with multi-disciplinary teams in creative studio environments. Relishes the opportunity to get hands-on in engine; enthusiastic for all manner of design challenges.

Easy to get along with, communicates clearly, and always hungry to learn new skills. Places an emphasis on creating and encouraging a positive, inclusive work culture. Believes in supporting colleagues and solving problems wherever possible. Is an avid reader and writer of fiction, quick with a joke, and comes with a can-do attitude.

SOFTOGRAPHY & PORTFOLIO

These and other projects are detailed in the [linked Portfolio](#).

The Last Sprite – Unreal Engine 5 – 2022

Game, technical, and level design; blueprint visual scripting. A third-person puzzle-platformer featuring a rolling main character, developed solo over the course of four months. Included written design, research, stakeholder presentation, prototyping, and final product development.

Radiance – Unreal Engine 4 – 2022

Game, narrative, and technical design. A third-person action-adventure developed by a team of 14 people at Birmingham City University (BCU). Required creation of meticulous documentation for use by programming and art teams. Implemented a level streaming solution.

Impossible Rescue – Unreal Engine 4 – 2022

Game, narrative, level, and technical design. An isometric sci-fi shooter developed by a team of 4 at BCU. Responsible for Blueprint scripting throughout the intro, level 1, and level 2.

Alien Swarm: Reactive Drop – Source Engine – *Released on Steam* – 2017

Game and level design. A top-down co-op shooter developed by Reactive Drop Team as a standalone expansion for the original Alien Swarm (Valve, 2011). Responsible for the entirety of the Research 7 campaign (4 levels).

Other projects – Source Engine, Unreal Engine 4, Unreal Engine 2 – *Various years*

EMPLOYMENT

Amplitude - Head of Projects and Development - Sep 2022 - Present
Project Director - Feb 2021 - Sep 2022
Project & Account Manager - Nov 2018 - Jan 2021

- Leading multi-disciplinary teams to deliver creative marketing campaigns & assets
- Market research and audience definition
- Design and implementation of a new project management system
- Conceptualising, storyboarding, and scripting video & animated content
- Copywriting in a variety of styles
- Quality control on finished assets
- Mentoring junior staff in marketing strategy, project management, and writing
- Frequently hands-on with graphic design, video editing, and animation

Anitox Limited - Marketing Manager, EMEA & AP Aug 2017 - Oct 2018
Marketing Executive, EMEA Jun 2016 - Aug 2017

- Marketing campaign conceptualisation, creation, and delivery
- Production of 3D designs for exhibition stands
- Video editing and scriptwriting
- Project management across multiple departments to ensure on-time delivery

Faccenda Foods (now Avara Foods) - Planner - Mar 2013 - Jan 2016

- Daily plan adjustment to suit highly variable situations and ensure orders were filled
- Maintaining relationships with 80 accounts, handling requests, managing emergencies
- Designing and implementing improvements to planning tools

EDUCATION

MSc Video Game Enterprise, Production, and Design
Birmingham City University - Graduated 2023 with distinction

CIM Diploma in Professional Marketing
Warwickshire College - Graduated 2017

BSc (Hons) Zoology
University of Hull - Graduated 2011

3 A levels, 4 AS levels, 10 GCSEs
Pitsford School - Graduated 2007

KEY SKILLS

- Unreal Engine & Blueprints
- Prototyping
- Source Control (Perforce & GitHub)
- Adobe Creative Suite (Ae, Pr, Ps)
- Stakeholder briefs & reporting
- Understanding player viewpoints
- Storytelling & creative writing
- Cross-discipline communication
- Public speaking & presenting
- Clear, detailed documentation
- Marketing strategy & campaigns
- Scoping & risk management