

Jack McPherson

Game Designer



Professional Summary

I'm a games design graduate, and creative problem solver. I love taking game concepts and bringing them to life.

Education

BA in Game Design at University of the Arts London, First Class Honours

Contact Information

Email: jackjoemcpherson@gmail.com

LinkedIn: [linkedin.com/in/jack-mcpherson-game-design](https://www.linkedin.com/in/jack-mcpherson-game-design)

Website: jackmcpersongames.com (Portfolio)

Itch.io: <https://jackmcpersongames.itch.io/> (Games)

Experience

Unfinished Business (October 2019 - June 2020) <https://jackmcpersongames.itch.io/unfinished-business>

- Office ghost haunting game: possess office equipment and scare employees to win
- Solo project involving: game design, programming, UI, AI, 3D modelling, regular playtesting
- Adopted Agile, milestone - based project management structure to complete the game on time

Axe Game (October 2018 - January 2019) <https://jackmcpersongames.itch.io/axe-game>

- Endless Axe throwing game: Throw axe to destroy incoming enemies and catch axe to protect the floor.
- Solo project involving: game design, programming, UI, AI, 2D pixel art, playtesting
- Created small scope project and on completion scaled upwards to reach milestone goals.

Interest and Hobbies

Gaming, tabletop and digital
3D Modelling
Creative Writing
Going to gigs

Core Competencies

Game Design
Prototype Development
Game Design Documentation (flowcharts, storyboarding, state machines)
Level Design
Programming in C# Unity (2+ years)/Unreal blueprints (Working Knowledge)
Asset Creation in 3DS Max (Intermediate)

One Debt Dungeon (January 2018 - March 2018) <https://www.jackmcperson-games.com/games>

- Tile and card based game where player must explore a dungeon, gather loot and escape
- Team project involving: game design, prototyping, art, playtesting
- milestone based management structure to complete game on time

Game Jam Ludum Dare 46 (Nightlight) <https://jackmcpersongames.itch.io/night-light>

- Isometric endless collection game, gather light to keep the enemies from destroying the bed
- Game designer: game/level design, prototyping, - documentation

48th GMTK Game Jam (Input Lag) <https://sharkwithlegs.itch.io/input-lag>

- Game designer responsible for core mechanic (inputting all character actions before the play begins and watching it play out)
- worked alongside level designer to implement feature in the game

