

# Jack McPherson

## Game Designer



### Professional Summary

I'm a games design graduate, A creative problem solver who takes game concepts and turns them on their heads in new and interesting ways.

### Education

University of the Arts London: Game Design  
First Class Honors

### Core Competencies

Game Design  
Prototype Development  
Level Design  
Game Design Documents (Design Documents, flowcharts, storyboarding, finite state machines)  
programming in C# (Unity),  
Learning Unreal Blueprints  
Asset Creation in 3DS Max

### Experience

#### Unfinished Business (October 2019 – June 2020)

- Created games systems, along with animations, UI, AI developed from weekly tests and feedback using agile development to reach milestone-based goals. Created a game where the player plays as a ghost haunting a business by possessing office equipment and scaring employees.

#### Axe Game (October 2018 – January 2019)

- Free to play endless runner, created everything except for the music, from design documentation, UI, animations, gameplay, programming. Created an axe throwing game where the player can influence the direction of the axe mid throw.

#### One Debt Dungeon (January 2018 – March)

- Worked with another designer to create a physical tile and card-based board game where the player must navigate dungeons and escape with enough light while carrying as much loot as possible

#### Game Jam Ludum Dare 46 (Nightlight)

- Lead game designer, in charge of design documentation, prototyping and level design. Worked with narrative designer, lead programmer and asset creator.

#### 48<sup>th</sup> GMTK Gam Jam (Input Lag)

- Game designer conceptualised and designed core mechanic, along with level design, player has to pre input all their movement and then press play. When beginning the player avatar will play out all the input

### Interest & Hobbies

Gaming, tabletop and digital  
3D modelling  
Creative Writing  
Music Events

### Contact Information

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