



EXPERIENCE



Game Designer

June 2020 - Present

Rare Ltd - Microsoft

- Data-driven content authoring, systems design, and prototyping in Unreal Engine to foster systemic and emergent gameplay on Everwild
- Worked closely with Lead Systems Designer and Creative Director on fundamental gameplay systems and concepts
- Subject-matter expert for certain systems and point of contact for its usage across different feature teams



Junior Game Designer

July 2019 - June 2020

Rare Ltd - Microsoft



Production Intern

July 2018 - July 2019

Rare Ltd - Microsoft

- Producer for a prototyping team of 6, also presenting our work to executive Xbox Leadership
- Maintained Confluence wiki as an administrator, also handling onboarding to the wiki and best practices
- Developed and reinforced agile processes across the entire project, in addition to setting up a new Azure Boards task tracking solution for Everwild



Production Intern

July 2017 - Sep 2017

NaturalMotion - Zynga

- Producer for the Live Ops feature team on CSR2, delivering the Fast & Furious, Halloween and Ferrari 70th Anniversary events



EDUCATION

Abertay University

2014 - 2018

Game Design & Production Management (*First-Class Honours*)

- Board Game Society President, hosting weekly events averaging 15-30 people



QUALITIES

- "All for one, and one for all" mindset
- Keen attention to holistic thinking and design
- Modder's mentality, embracing the constraints
- Energetic, passionate and optimistic outlook



PROJECTS

Anbennar

2017 - Present

Project Lead

- Total conversion mod for the grand strategy game Europa Universalis IV, turning it from its historical setting to a fantasy setting of my own making
- One of the game's top mods, with 110,000+ viewers and 44,000+ subscribers on Steam Workshop. Frequently seen on Twitch and social media, with our Crusader Kings III prequel announcement featured in major news sites like PC Gamer and Rock Paper Shotgun
- Leadership of large team of open-source contributors and core developers, ensuring content, lore and gameplay is coherent and consistent to the vision - in addition to managing a community subreddit of 3,000+ subscribers and a Discord server of 8,000+ members
- Modding using Jomini Scripting Language, creating or re-using content/mechanics to make new experiences (its a total conversion so pretty much everything in the base game is touched, creating new scenarios, events, mission trees, systems and more)
- Narrative design and direction - writing, editing and giving feedback on texts like tooltips, descriptions, repeatable events, branching stories, etc
- Collaborative worldbuilding on the setting as a whole, from the world's history, geography, cultures and anything else you'd expect

Kingdoms & Nations RP

2012 - 2014

Solo Developer

- Sandbox RP-Strategy mod for Warcraft 3 that empowered players in setting up their own roleplay scenarios, worlds and stories in-game
- Provided a powerful in-game toolset and access to any and all content like units and buildings, allowing players to *tell the stories they want to tell*
- Combined the sandbox toolset with underlying grand strategy mechanics to enable gameplay, allowing players to actually *live in the worlds they create*