



# Jack Wilson

## Game Designer

*Over a decades experience improving, creating and building memorable experiences...*

## Contact

### Phone

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### Email

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### Address

Thorne, South Yorkshire

## Expertise

### Engines:

UE5, Unity, UEFN

### Scripting:

Blueprints, C# Verse

### Design:

Levels, Narrative, writing,

VR, CCC, VR, Rapid

Prototyping

### Leadership & Process:

Performance Management,

Interviews, Documentation,

Cross-team Collaboration,

Soft Skills

## Interests

- Voice Acting
- Spanish
- Swimming
- Running
- Fitness
- D&D
- History
- Reading

## Experience

2023 – Present

The Multiplayer Group

### Game Designer

#### Fall Guys

- Designed and shipped 14 levels, prototyped 40+ concepts, while respecting the Design Fidelity of FG
- Coordinated cross-disciplinary work with Live Ops, Production, and QA on play sessions, level fixes, balance passes, and live support.
- Acted as de facto Lead LD for the MPG team, running scrums, playtests, and QA coordination.
- Clear documentation detailing the design and technical elements of my levels

#### Unreal Engine for Fortnite-

- Working as part of a large team to build unique experiences
- Using Verse to script gameplay
- Building solo end-to-end game prototypes.

### Junior Game Designer

#### Golf With your Friend

- Designing new courses and mechanics
- Defining design pillars for new content updates and presenting plans to the Wider team and art.

#### Killer Frequency

- VR three C's Stakeholder, Tutorialisation
- Narrative Design/Writing
- Ensuring clear, consistent visual Design language
- Extensive visual scripting work
- Audio Design and VO direction

### QA Test / Project Lead

- Instrumental in development/ implementation of QA process and practices
- Managed project staffing levels, budgets, and mentored team members
- Recruitment, interviews for new QA candidates
- Risk management and mitigation experience

#### QA Test Lead

- Collaborating across a multinational AAA Team
- Performance management and Leadership of a 30+ team of testers.
- Coordinating cross-studio play sessions
- Authoring test plans and executing test strategy

2022 - 2023

Team17

2019 - 2022

Team17

2014- 2019

RockStar Games

## Education

2011 - 2014

Hull School of Art and Design

### BA (Hons) Game Design 2:1

A holistic understanding of game design, ranging from traditional skills, 3D visualisation, psychology of play, as well as broader transferable skills such as research, group work and professional approach.

## References

### Kev Carthew

Creative Director - Team17

### Tom Scutt

Creative Director - MPG

Contact details available on request