

# Jonny Lee

Game Designer

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## Profile

I am a game designer with a passion for movement and combat design. I have shipped one title, "SAI", with Studio Mutiny, and have a BA in game development from Falmouth University. My strengths lie in creating great feeling combat and movement mechanics and gameplay for player characters and AI, combining my creative and technical design work with animation, SFX, UX, VFX etc.

I have mainly focused on designing and building games, however, I also have experience running teams as a producer. During my second and third year at university, I produced and acted as scrum master for my development team, and, after graduation, I simultaneously designed and produced for Studio Mutiny through the UKGF Tranzfuser competition, pitching on behalf of the Studio at EGX 2019 and ultimately winning a grant to continue development of the game "SAI" until its release in May 2020.

Alongside all this, my game design is influenced by my experience in Theatre, coming from a company that specialises in Physical and Immersive theatre where I devised, acted in and co-directed 2 sell-out performances.

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## Why games?

Games can be social, emotional, frustrating, scary, exciting and beautiful. They can be whatever we want them to be or whatever the player wants them to be. A story, a competition or a piece of art. I believe they are the greatest way to bring experiences to people. Simple ideas in games like the axe throw and return from God of War (2018), the slide from TitanFall or Apex Legends or breaching the water in ABZU can be turned from something insignificant into something so satisfying with a combination of all disciplines within game development. This is fascinating and exciting to me.

Games can have a hugely positive impact on people, and be a great way of educating people about important issues and how to manoeuvre in the wider world. My own game, SAI, was released to talk about deforestation in an inclusive, gamified way. While many of our approaches on that project could be improved, I believe our use of the player actively regrowing the forest through combat and interaction paints a positive picture of how individuals can make a difference in the face of a climate crisis by taking action. I want to see this in more games, I think it is beneficial to the players and studio as a whole.

## Skills

### Technical

#### Game Design

- Game system design, implementation and balancing
  - Locomotion systems
  - Player combat systems
  - AI combat systems
  - Dialogue
- Combat encounter design
- Clean and intuitive UI/UX design
- SFX design
- Playtest conducting and iteration

#### Software

- Adobe
  - Photoshop
  - Illustrator
  - Premiere
  - XD
  - Audition
  - After effects
- Audacity
- Blender
- SVN, GitHub, SourceTree

#### Engines

- Unreal Engine 4

I have 3+ years of experience using Unreal Engine 4's blueprints, behaviour trees and anim graphs and state machines to create character and AI mechanics for movement and combat. Alongside this I have 2 + years of experience designing for and implementing UI with UMG. For character-based and system based UI.

I want to learn more about the use of animation blends and IK systems to compliment character locomotion mechanics and combat.

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### Pitching

I attended the UK games fund pitching event in Dundee to practice pitching SAI to publishers. I pitched to a huge variety of professionals including Peter Van Der Watt (Business development at Blazing Griffin), Gina Jackson (previously Head of Games at The Imaginarium) and Mark Ettle (CEO of Cobra Mobile) plus many more.

I then pitched to the UK games fund financial team and Gina Jackson again during EGX London 2019 to win the Tranzfuser competition and subsequently a grant that allowed Studio Mutiny to complete and release SAI

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### Team work

- Team leader and scrum master for Studio Mutiny during the production of SAI (team of 7 with up to 10 contract workers).
- Scrum master for all 4 teams I was a part of during my time at university. With teams of up to 12 members and spanning over 8 months of development in some cases.

#### Lessons learned:

Acting as scrum master has taught me how to scope my own design work inline with the project while working in a way that favours iteration and avoids too much personal attachment to designs and features.

It has also shown me the importance of a thorough pre-production phase to avoid huge blocks or losses to design work later on in the development cycle.

## Employment

Employer: Studio Mutiny - [www.studiomutiny.com](http://www.studiomutiny.com)  
Role: Game/Technical Designer  
Date: 12/05/2018 - 16/05/2020

I founded Studio Mutiny alongside fellow graduates and lead the team as producer and Technical designer though UK games fund Tranzfuser competition 2019. We entered with SAI, showcased at EGX London 2019 and subsequently won a grant to develop the game further. In May 2020 SAI was released on Itch.io after 1 year and 7 months of development. Within its first week of release, it ranked 6 in the top 10 new indie games on the youtube channel GetIndieGaming and was quickly compared to Horizon Zero Dawn and Hellblade by VideoGamer

Engine: UE4

My main duties on the project were:

- Player character combat and movement design
  - Using UE4's visual scripting, I designed and created all player character functionality
- AI combat design
  - I designed and created the AI's functionality for combat using blueprints and behaviour trees
- Designed and implemented all UI
- Designed and implemented all SFX
- I also worked with the animation team to design and implement animations for both the player character and NPCs.

Created the budget, business plan and pitch for the project

Links:

[SAI store page.](#)

[GetIndieGaming video.](#)

[VideoGamer article.](#)

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### Education

Institution: Falmouth University  
Award: Game Development: Design  
Date: 01/18/2016 - 19/07/2019  
Grade: 2:1

Institution: Falmouth University  
Award: Foundation Diploma in Art and Design  
Date: 01/08/2015 - 30/05/2016  
Grade: Merit

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I am always looking to develop my technical skills further, be that learning how to work in new game engines, or more about UE4.

My main interests are learning from other people. Growing my game development network, meeting inspiring and skilled individuals from all disciplines within a studio or at developer conferences such as Develop in Brighton or GDC.

Outside of work I enjoy things that experiment with movement such as parkour and martial arts. I love martial art movies, specifically Jackie Chan for his physicality and comedy.