

Jonny Lee

Game Designer

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Objective

Create great-feeling, unforgettable gameplay experiences focused around movement and combat while increasing my technical design skills and learning more about different engine capabilities.

Skills

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

Development

- Agile development
- Scrum master experience
- Pitching

Engines

- Unreal Engine 4

Software

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

Experience

Studio Mutiny - 2019 - 2020

- SAI
 - Lead Studio Mutiny as designer and producer through the UK Games Fund Tranzfuser 2019 program, showcasing and pitching at EGX London and winning a grant to finish the development of the project
 - Designed and created the player character and all AI characters combat and movement systems
 - Designed and implemented all UI/UX
 - Designed and implemented all SFX
 - Polished and balanced all gameplay and game feel
 - Owned the vision/design of the project and saw it through to completion by collaborating with a multi-disciplinary team.

Education

Institution: Falmouth University

- Awards:
- BA Honours in Game Development: Design (*Graduated 2019*)
 - Foundation in Art and Design (*Graduated 2016*)