

Ian Ward

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Portfolio - ianwardgames.uk

PROFILE

Passionate and enthusiastic game designer with a keen eye for detail and a love of problem-solving. Experienced with both solo and large group projects in which I was often a department lead such as level design or game design. Experienced in both C#, Maya, and Unreal. I graduated with my BA (Hons) Computer Games (Design). Looking to expand my knowledge and skill sets and push myself further as a designer, and collaborate with others in the industry to create some fun and memorable experiences for those who play games.

EDUCATION & QUALIFICATIONS

Solent University Southampton 2019-2023 BA (Hons) Computer Games Design Gameplay and Game Design

- Grade 2:1
- During my time at uni I studied a wide variety of different topics. I have developed scripting skills in (C#) in Unity as well as using visual scripting for engines such as Unreal, as well as asset creation. I have strong design skills and an interest in all parts of the design process. My final major project was based on the utilisation of nostalgia in the game design process. My work on solo projects as well group projects has allowed me the change to learn industry standard practice on a wide variety of specialisations.

Southampton City College 2017-2019 - BTEC Level 3 National Foundation Diploma in Creative Digital Media Production Distinction

WORK EXPERIENCE

Holy Sausage Studios, Southampton, United Kingdom

2021

Level Design

- I was the sole level designer on the project.
- Worked as part of an 8 man team over the course of 12 weeks to build this project from concept to vertical slice.
- Utilised the Unity Engine to create a small but interconnected world for the player to explore with hidden areas to discover.

Mysteric Studios, Southampton, United Kingdom

2021

Game Design

- I was the sole Gameplay Designer on the project responsible for designing the player character as well as every enemy's functionality.
- I worked alongside a team of 15 programmers to help bring my designs to life within the project.
- I wrote an extensive 30 page document detailing the enemies in great detail, from showing what models are to be used to how they function and what variables would be needed for the designers to be able to adjust their behaviour accordingly.

Lunar Panda Studios

2022

Game Design

- I was part of the gameplay design team, where I worked on designing the player character as well as enemies.
- I designed a 4 element based system for the players characters weapon to use.
- I also helped program some weapon functionality within the game

FMP Solo Project

2023

Solo Designer

- I created a project designed to evoke feelings of nostalgia and play off the emotions they evoke.
- I implemented the Kishotenketsu design philosophy of (Introduction, Development, Twist, Conclusion) to the mechanics I presented the player with.
- The project was made using unreal 4 and Visual Scripting

Technical skills

- Unity (C#)
- Unreal Engine 4/5 (BluePrints)
- Autodesk Maya
- Google Docs Editor Suite
- Microsoft Suite

Skills

- Highly Detailed Game/Design Documentation
- Strong Communication Skills
- Highly Analytical
- Strong Team Player
- Problem Solving Mind Set
- Adaptable & Always Willing to Learn