

Rob Green

Technical Designer



Email: rggamedevelopment@hotmail.com

Current Location: Newcastle-upon-Tyne, England, UK

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Personal Statement

Experienced in feature ownership for both game design and technical implementation across a spectrum of gameplay areas (balancing, AI, feature mechanics etc.). I work to help my team achieve what they need, from prototype to release, by using creative solutions for technical problems.

Skills

Technical Design

- **Engine Implementation** - Visual Scripting, Animation Systems, Audio Systems, AI Tooling, Modular Systems
- **C++** - Boilerplate, Plugin Setup, Blueprint Functions, Variable Exposure
- **Online Implementation** - Server/Client Communication, Online Subsystems (Epic/Steam), AI
- **Text File Manipulation** - XML, Lua, INI

Game Design

- **AI** - Basic NPCs, Boss Fights, PvEvP, Target Tracking & Perception, Multi-Enemy Fights
- **Player** - 3Cs, Combat Systems, Interactions & Inventory, Asymmetrical Balance
- **Playtesting** - Organisation & Running, Questionnaire Design, Data Analysis, Build Preparation

Game Engines & Scripting Tools

- Unreal Engine 4 & 5 (Blueprint)
- Unity (C# & JavaScript)
- CryEngine (Schematyc)
- Ubisoft Anvil (Custom Internal Tool)

Miscellaneous Tools

- Perforce/P4V
- Autodesk Maya
- Audacity
- Atlassian Tools (Confluence, JIRA etc.)

Experience

Companion Group - *Newcastle-upon-Tyne, UK (Remote) (2025 - Present)*

Technical Designer

- Storm Lancers (Nintendo Switch) - Released September 2025

Ubisoft Reflections – *Newcastle-upon-Tyne, UK (2023 – 2025)*

Senior Technical Designer

- Unannounced Project (PC, Consoles) – N/A

Sumo Digital – *Nottingham, UK (2019 – 2023)*

Senior Technical Designer

- Unannounced Projects (PC, Consoles) – N/A
- The Texas Chain Saw Massacre (PC, Consoles) – Published August 2023
- Hogwarts Legacy (PC, Consoles) – Released February 2023

Crytek – Frankfurt-am-Main, Germany (2017 – 2019)

System Designer

- **Hunt: Showdown** (PC, Xbox) – Early Access February 2018, Full Release 2019

FixedUpdate Limited – Bolton, UK (2015 – 2018)

Game/Technical Designer

- **Pathos** (Android, iOS) – Released June 2017
 - Dare to be Digital (2015) double award-winning game.
 - Published by All 4 Games on Android and iOS platforms.

Awards

Duke of York Young Entrepreneur Award (2016)

- The other directors and I of FixedUpdate Ltd. received this award from former-Prince Andrew.

Dare to be Digital 2015 Double Award Winner (2015)

- **Channel 4 Publishing Award** (Pathos Studios)
- **Design In Action Commercial Potential Award** (Pathos Studios)

Education

University of Bolton (2013-2017)

- **Bachelor of Science (BSc) in Games Design**
 - **Level Design** - Planning, Level Flow, AI Behaviours, Level Scripting
 - **Mechanics & Metrics** - Core Mechanics, Parameters, Test Documentation
 - **Scripting** - Prototyping, Languages, Game Engines