

Rob Green

Technical Designer

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

Portfolio: <https://www.robgreen.games/>



TECHNICAL DESIGN

- Visual Scripting
- Server/Client Communication
- Animation Systems
- Gameplay Ability System (UE)
- AI/NPC Tooling
- UI Implementation
- Basic C++ Classes & Tweaks
- Rapid Prototyping

GAME DESIGN

- **AI** - Basic NPCs, Boss Fights, PvEvP, Target Tracking & Perception, Multi-Enemy Fights
- **Player** - Combat Systems (PvP & PvE), Interactions & Inventories, User Interface, Meta Systems
- **Documentation** - GDDs, Feature Presentations, Flow Diagrams, Asset Requirements
- **Playtesting** - Organisation & Prep, Data Gathering, Data Analysis

GAME ENGINES

- Unreal Engine 5
- Unity
- CryEngine
- Ubisoft Anvil

PIPELINE & TOOLS

- Perforce
- JIRA & Confluence
- Visual Studio
- Autodesk Maya + Blender
- Audacity + Wwise Implementation

EDUCATION

- **BSc Games Design** — University of Bolton (2013–2017)

AWARDS

- **Dare to be Digital 2015** — double award winner (Channel 4 Publishing; Design in Action)

PROFILE

I'm a Technical Designer with 9 years' experience across AAA & co-development studios, with a focus on being a bridge between design requirement & technical implementation. If something needs to get into the game I will find a way to action it.

EXPERIENCE

Companion Group (Remote) 2025 – 2026

Technical Designer | *Storm Lancers (Switch, 2025)* | *Unannounced projects (PC, consoles)*

- Shipped one and worked on multiple other co-development Unreal Engine projects for external companies
- Implemented and designed online multiplayer logic & systems (AI/NPCs, world features, UI etc.), as well as online plugin setup and source code modification

Ubisoft Reflections 2023 – 2025

Senior Technical Designer | *Unannounced project (PC, consoles)*

- Worked on an internal third-person open-world project owned by the Reflections studio
- Responsible for building tools & gameplay features for the world team, including AI spawning, modular gameplay blocks for prototyping & mission scripting.

Sumo Digital 2019 – 2023

Senior Technical Designer | *Hogwarts Legacy (2023)* | *The Texas Chain Saw Massacre (2023)*

- Shipped multiple Unreal Engine 4 titles on console & PC systems as well as working on internal prototypes for pitching
- Involved with player combat systems (including PvP), UI design & implementation, open-world events, online multiplayer, AI/NPCs

Crytek 2017 – 2019

System Designer | *Hunt: Showdown (EA 2018, 1.0 2019)*

- Worked on Hunt: Showdown from pre-Alpha to post 1.0 release
- Co-owned the weapons system with the lead designer, also drove AI 'special' & 'boss' character design/implementation, AI maintenance, engine performance & tooling

FixedUpdate Limited (co-founder) 2015 – 2018

Game / Technical Designer | *Pathos (Android/iOS, 2017)* — *published by All 4 Games*

- Co-founded the studio; took an award-winning student prototype to **commercial publication** in Unity.