

Rob Green

Technical Designer



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Personal Statement

As a passionate game developer with a strong mind-set for design & technical processes, I want to help build the best games by putting my abilities to the test. I'm experienced in owning the design and implementation of game features, as well as leading the process for other disciplines.

Skills

Game Design

- **Vision Holder** – Core Gameplay, Weapon Balancing, PvP Balancing, PvE Balancing, Combat Design
- **AI** – Boss Mechanics, Dynamic Interactions, Behaviour Trees
- **Playtesting** – Organising, Preparing Builds, Analysing Data, Test Cases
- **Narrative** – Implicit and Explicit Mechanics, Character Development, World Building

Scripting/Programming

- Unreal Blueprints
- Schematyc (CryEngine Visual Scripting)
- C#
- UnityScript
- C++ (working knowledge)

Game Engines/Tools

- Unreal Engine 4
- CryEngine 5
- Unity 4/5
- Creation Kit (Fallout 4/Skyrim)

Other Software

- Visual Studio 2015
- Visual Studio Team Foundation
- Perforce/P4V
- Atlassian Tools (JIRA, Confluence)
- Adobe Photoshop
- Adobe Premiere Pro
- Microsoft Office
- Audacity
- Autodesk Maya
- Substance Designer

Experience

Sumo Digital – Nottingham, UK (2019 – Present)

Technical Designer

- 2 Unannounced Titles (PC, Consoles) – TBD

Crytek – Frankfurt, Germany (2017 – 2019)

System Designer

- **Hunt: Showdown** (PC, Xbox) – Early Access February 2018, Full Release 2019
 - PC Gamer - Best of E3 2017.
 - Game Debate - Best Early Access Game 2018.

FixedUpdate Limited – Bolton, UK (2015 – 2018)

Game/Technical Designer

- ***Pathos*** (Android, iOS) – Published 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 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