

Connor Martin

Game Designer

Contact Info

Email - connor.martin554@gmail.com

Phone - +447914577536

Guildford, Surrey

PAL

Personal Summary

- A dedicated designer with multiple years of experience developing games across multiple genres with Unreal Engine.
- Has experience working within an agile development framework, actively participating in sprint plannings, backlog ordering, and sprint reviews.
- Has a strong sense of self improvement and is always looking to learn new design skills and expand development knowledge.

Experience

Supermassive Games

Designer (Level) on Multiple Projects

October 2022 – Present.

Responsibilities:

- Being responsible for levels from paper design through to final quality.
- Working with direction and narrative to develop, implement and iterate on level beats within a set brief and defined acceptance criteria.
- Scripting levels using blueprints and in-house level scripting tools.
- Planning and implementing system driven enemy encounters.
- Researching level locations to create engaging and believable play spaces.
- Creating and maintaining level design documentation.
- Communicating with other disciplines on the visual and technical needs of levels.
- Designing and owning game-wide features, working closely with programmers to ensure quality throughout development.
- Participating in agile meetings with production to plan work in accordance with milestone goals.
- Mentoring junior team members.

Supermassive Games

Junior Designer (Cinematic/Level) on [The Devil in Me](#)

March 2022 – October 2022.

Responsibilities:

- Working with a design strike team on a group of levels, with ownership of one level.
- Implementing exploration and QTE based gameplay beats.
- Scripting levels with in-house tools.
- Implementing and iterating on cinematics from block-out to final quality.
- Working with camera, VFX, lighting and animation to bring cinematics to final quality.

Independent/Tranzfuser

Technical Design & Level Design on the Award Winning [Senor Banana: Citchen Khaos](#)

May 2021 – July 2021.

Responsibilities:

- Designing core game mechanics, features and objectives for a 3D Platformer.
- Designing and implementing gameplay mechanics using blueprints.
- Designing, constructing, and scripting levels in UE4.
- Designing and scripting the game's User Interface.
- Planning the game roadmap and defining milestones for the team to work towards.
- Working with the 2D artist on the game's UI design and the UI artwork.

[Full Portfolio](#)



Curriculum Vitae

Linked
Accounts



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Skills

Software:

- Unreal Engine 5
- Perforce
- Frame.io
- Team City
- Photoshop
- Premiere Pro
- Autodesk Maya
- Blender
- Jira
- Miro
- Microsoft Teams
- Microsoft Office

Design:

- Several years of experience using Unreal Engine on projects across multiple genres.
- Experience using blueprints to prototype game features.
- Experience using state machines to script levels.
- Creating level beat charts and using them to develop fully fleshed out levels.
- Designing and implementing cinematics using Unreal Engine's Level Sequencer.
- Designing and implementing encounters with enemy AI.
- Creating design documentation including: 2D Rough-maps, Encounter Designs, Cover Designs, User Centric Puzzle Designs, Technical Documents, and Concept Documents.

Misc:

- Creating internal promotional material to be shown to key project stakeholders and executives.
- Working as a self-driven developer, defining, scoping, and estimating tasks to meet sprint and milestone goals.
- Working as an embedded member of a cross discipline team, prioritising work in accordance with the needs of the team to meet sprint and milestone goals.
- Working with on site team members as well as remote/external team members.

Awards & Achievements

- **Winner** 2023 Guildford Games Collaboration Award.
- **Winner** 2021 Tranzfuser industry award for Best Design.
- **Nominated** 2021 Tranzfuser industry award for Best Game.

Education

Futureworks Training Ltd

Sept 2018 – May 2021

- BA(Hons) Game Design: 1st Class (APM 90%)

Lymm High School

Sept 2016 – June 2018

- BTEC Information Technology: Distinction
- A Level Business Studies: B
- A Level Biology: C

References available on request.

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