

# MIKE EVANS

G A M E D E S I G N E R

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 [MikeEvansGD.com](http://MikeEvansGD.com)

I am a skilled and passionate game designer with a deep passion for crafting immersive and engaging gaming experiences. I excel in designing and implementing innovative gameplay mechanics and compelling levels. My strong analytical and problem-solving abilities enable me to tackle complex challenges and deliver high-quality solutions. I am skilled at collaborating with cross-functional teams, communicating ideas and creating design documentation. Using my prototyping expertise in Unity and Unreal, I enjoy transforming early concepts into fully interactive experiences.

## EXPERIENCE

### **GAME DESIGNER** *September 2023 - December 2023* **INFINITY27**

- Designed quest including objectives, dialogue, loot, combat and npc's, taking in to account the pacing of the level
- Greyboxed a playable level using Unreal Engine 5, which included combat, loot, audio and a puzzle section
- Created in depth, multi-story floor plans with critical route
- Wrote all dialogue including a moral dilemma for the player and also accounted for any major branches in the quest

### **GAME DESIGNER** *Dec, 2022 - August 2023* **Dovelp**

- Responsible for designing player and enemy mechanics, puzzles and HUD.
- Assisted the Developers, providing feedback in line with the creative vision and best practices
- Worked with the Level Design Team to help build more efficient and effective processes

### **GAME DESIGNER & UI/UX** *Oct, 2021 - Dec, 2021* **Crocodile Media**

- Worked as part of a team to design and build a working AR prototype
- Defined the games strategy and created the GDD
- Designed and implemented the games User Interface
- Mapped out and prototyped the User Journey using Figma
- Integrated feedback from UX testing

### **GAME DESIGNER & 3D ARTIST** *Aug, 2020 - Jan, 2022* **Distorted Games**

- Designed multiple games, characters and mechanics
- Designed ideas for gameplay throughout the player lifecycle
- Modelled game ready assets and environments using Blender
- Ensured models had clean topology & appropriate polycount
- Created textures for hi-resolution assets using PBR workflow

## EDUCATION

### **GAME DESIGNER BOOTCAMP** INFINITY27, Gateshead *March 2023*

### **GAME DESIGNER INTERNSHIP** Dovelp, Luton *Dec, 2022 - August 2023*

### **UNITY PROFESSIONAL ARTIST BOOTCAMP** Media City, Salford *Sep, 2021 - Dec, 2021*

### **INDIE GAMES PROGRAMME** Teesside University *Aug, 2020 - Jan, 2022*

## SKILLS

- Design Thinking
- Level Design
- 3D Modelling
- UX/UI
- Problem Solving
- Documentation Writing
- Wireframes & Prototypes
- Working Knowledge of C#
- Team Management

## SOFTWARE

- Unity
- Unreal Engine
- Blender
- Figma
- Adobe Photoshop
- GitHub
- Miro
- Audacity