

INTRODUCTION

I'm an experienced Game Designer & Scripter based in Scotland. I've been creating mods for over a decade with a focus on building new gameplay experiences and writing engaging narratives for players to immerse themselves in. I pride myself on my documentation, hosting public-facing documentation for my personal work on my website. I consider myself a fast learner and thrive working within an enthusiastic, fast-paced team to deliver unique and exciting experiences for players to enjoy.

SKILLS

Design	System Design, Narrative Design, Balance & Implementation.
Scripting	Lua, Vox, Papyrus, obScript.
Engines	Unreal Engine 4, Unity, Amazon Lumberyard, Creation Engine.
Additional	JIRA, Confluence, Perforce, PlasticSCM, Git, Microsoft VS Code & Office.

EXPERIENCE

Full-time Employment	Freelancing & Personal Projects
<p>Gameplay Scripter (Missions) • Build A Rocket Boy <i>January 2020 - November 2020 November 2021 - Present</i> EVERYWHERE An ambitious AAA game led by Leslie Benzies.</p> <ul style="list-style-type: none"> • Implementing new gameplay and missions to given spec. • Iterating and prototyping based on requests from the design team. • Providing feedback on gameplay feel and implementing suggestions as approved. • Creating and maintaining living documents detailing implementations of systems. 	<p>Designer • Bethesda Game Studios Creation Club <i>February 2018 – November 2021</i> Working professionally with Bethesda Game Studios as a Design contractor in the Creation Club to create official DLC for Fallout 4.</p> <ul style="list-style-type: none"> • Pitching projects to take forward as official content. • Implementing art assets, quests and game systems via the Bethesda Game Studios Creation Kit. • Iterating features and functionality in tandem with the Quality Assurance team to improve upon and fix content.



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Design Director • Orthrus Studios

May 2017 - November 2019 | November 2020 - August 2021

Distant Kingdoms

Re-joined Orthrus Studios as Design Director to see Distant Kingdoms through to release in Early Access.

- Evaluated and re-scoped numerous features to fit within delivery dates.
- Overhauled design documentation to a consistent standard to ensure readability and accuracy.
- Communicated with all project stakeholders to ensure satisfactory delivery of features.
- Worked with the programming team to define requirements for a text-based scripting language.
- Designed and balanced various pieces of in-game content via our proprietary Vox scripting language.
- Extensive content design, creating levels, designing and implementing tutorials, events and dialogue.
- Creation of UI wireframes and iteration of game UX.

Modder • Various Games • 2008 – Present

America Rising – A Tale of the Enclave

A large story mod for Fallout 4, and spiritual successor of my previous mod, For The Enclave, with over half a million downloads across PC and Xbox One.

- Designed an intricate main storyline that integrated seamlessly with Fallout 4's story.
- Implemented over 20 levels, art assets, created dozens of characters and managed a large cast of voice actors.
- Conducted playtests to identify flow issues and acted on feedback.
- Created, implemented and balanced multiple quests using the Papyrus scripting language.

For The Enclave

An extensive story mod for Fallout: New Vegas at over a quarter of a million downloads.

- Implemented dozens of levels, characters, art assets and managed a large cast of voice actors.
- Implemented and scripted the main quest and side quests using obScript.
- Designed and scripted an entirely new construction and management framework for a player-run bunker.

EDUCATION

First Class BA(Hons) Game Design & Production Management • Abertay University
2013 – 2017

REFERENCES

References are available on request.



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