MARTYN BELL

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PROFESSIONAL SUMMARY

I am an industry-experienced game designer with a solid background across multiple fields of game design, ensuring industry standards are upheld across each. I have experience producing high-quality design documentation and working with people across different disciplines. I have successfully contributed to several industry projects, with one shipped title to date and one upcoming title due for release.

SKILLS

- Technical Design
- UE Visual Scripting
- C# Scripting
- Game Design
- Mission Design
- Level Design
- Design Documentation
- Multidisciplinary Communication
- Fast learner
- Highly dependable
- Excellent attention to detail

EDUCATION

Teesside University
Middlesbrough, North Yorkshire, UK
 • 07/2023

Master of Arts: Game Design
I graduated with Distinction with a Masters in Games Design.

During my time in my masters I led multiple team projects and oversaw development of games from concepts on paper to finished projects.

INDUSTRY WORK

Radical Forge - Junior Technical Designer
Eaglescliffe, North Yorkshire, UK • 06/2023 - 06/2024

- Worked in the design team on Southfield as a game designer on mechanics and AI.
- Led successful prototyping efforts for over 2 primary mechanics, validating design concepts and identifying areas for improvement before full-scale production.
- Produced clear design documentation and presented design concepts to team leads across multiple disciplines.
- Developed game mechanics through multiple phases of production, from concept to prototyping.
- Collaborated with other disciplinary teams to create features ready for implementation.
- Remained flexible through working across multiple fields of design, including: game design, level design and technical design.

Radical Forge - Junior Technical Designer
Eaglescliffe, North Yorkshire, UK • 08/2020 - 08/2021

- Worked with Flix Interactive and Rebellion to make Season 3 content for Zombie Army 4.
- Helped develop levels and missions in a technical role via direct implementation from concept through release.
- Developed and presented design concepts to leads and collaborated with other disciplines, from sound design to art departments.
- Engaged in playtests, gathered feedback and iterated on designs to bring out the best gameplay experiences for players.
- Worked with QA departments to address bugs and performance issues in my assigned areas.

RAW Digital Training - Game Design Teaching Assistant
Durham, County Durham, UK • 10/2019 - 10/2019

I learned a lot from the leadership experiences during my time here. My communication skills developed immensely which aided me in my transition back into the industry.

I also worked on solo projects, from modules focusing on difficulty scaling and advanced mechanics design, to my masters project, which was an analysis of morality systems in games with an accompanying text adventure along side it.

Teesside University
Middlesbrough, North Yorkshire. England • 08/2019

Bachelor of the arts: Computer Games Design
I graduated with merit in my 3-year undergraduate game design program.
Here I took the foundational, entry level skills developed in college and built on them, working in significant, multidisciplinary team projects where I became adept in technical game design as well as general game design practice.
I worked hundreds of hours in UE4 visual scripting and developed on my design documentation skills.
I learnt a lot about the 3C's, enemy AI and game narrative implementation.

Middlesbrough College
Middlesbrough, North Yorkshire, UK
 • 07/2016

BTEC Level 3: Games Design
I graduated from College with Distinction, earning a Level 3 BTEC In Game Design.

Here I learned foundational game design theory and had my first experiences working in engine in UE4, 3DMax and creating design documentation.

- Taught foundational game design principles to newcomers to the field.
- Supported classroom activities, tutoring over 10 students in game design, and reviewing work.
- Collaborated with 2 student teams on designs, both on paper and in engine, helping to guide their ideas and foster room for personal development in the field.

SOFTWARE

- Unreal Engine
- Unity
- Visual Studio
- Photoshop
- Miro
- Slack
- Teams
- Zoom

COMMUNITY SERVICE & VOLUNTEER WORK

Oxfam, 2018

I volunteered at Oxfam as a store clerk, where I performed numerous team-based roles, such as training new team members in busy environments, assisting with team member training, and culling stock.

LANGUAGES

English

Native or Bilingual

REFERENCES

Bruce Slater - Radical Forge, CEO
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