

MARTYN BELL - GAME DESIGNER

PROFESSIONAL SUMMARY

I am an industry-experienced game designer with knowledge of multiple fields of design. I ensure industry standards are upheld in mechanics prototyping, the 3C's and mission design. I produce high-quality design documentation and have experience with cross-disciplinary teamwork. I have shipped several titles, including multiple expansions for a recognised IP, an original IP and an upcoming new game.

INDUSTRY WORK

Technical Designer | 09/2025 - Current

Lab Sessions Studios

Project - Round The Bend

- As the lead designer, I have gained experience in management, ensuring that mechanics and prototypes are developed to a high standard.
- I have gained experience in aiding and assisting junior designers with their tasks.
- On this project I have ownership over the 3C's, upgrade systems and ability mechanics. I ensure the game meets the quality standards expected of a release ready game.
- I produce and maintain high quality design documentation for the team, ensuring it reflect the current state of the games development.

Junior Technical Designer | 06/2022 - 06/2023

Radical Forge

Project - Southfield

- Worked as a game designer on Enemy AI.
- Produced clear design documentation and pitched design concepts to team leads across multiple disciplines.
- Developed game mechanics from concept to prototyping and full scale production.
- Collaborated with other disciplinary teams to create features ready for implementation.
- Remained flexible, working across multiple fields of design, including: game design, level design and technical design.

Project - Bright Paw: Definitive Edition

- Worked as a QA tester on the console port of Bright Paw.

Junior Technical Designer | 08/2020 - 08/2021

Radical Forge

Project - Zombie Army 4

- Worked with Flix Interactive and Rebellion to make Season 3 content for Zombie Army 4.
- Helped develop levels and missions from concept through release.
- 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 a release ready standard.
- Worked with QA departments to address bugs and performance issues in my assigned areas.

Game Design Teaching Assistant | October 2019

RAW Digital Training

- Taught foundational game design principles to newcomers to the field.
- Collaborated with 2 student teams in designing a game in Unity, helping to guide their ideas and foster room for personal development.
- Developed lesson plans and instructional materials for digital training courses.

CONTACT

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EDUCATION

Master of Arts, Game Design, 08/2019

Teesside University - Middlesbrough, North Yorkshire, UK

Bachelor of Arts, Game Design, 08/2019

Teesside University - Middlesbrough, North Yorkshire, UK

BTEC Level 3, Game Design, 07/2016

Middlesbrough College - Middlesbrough, North Yorkshire, UK

SKILLS

- Technical Design
- UE Visual Scripting
- C# Scripting
- Game Design
- Mission Design
- Level Design
- Design Documentation

SOFTWARE EXPERIENCE

- Unreal Engine
- Unity
- Visual Studio
- Slack
- Miro
- Teams
- Zoom
- Jira
- GitHub
- Perforce

REFERENCES

Bruce Slater - Radical Forge, CEO

Email: bruce@radicalforge.com

Carlos Finley - Lab Sessions, CEO

Email: carlosfindley.labsessions@gmail.com

Stephen Reeson - Teesside University, Principal Lecturer

Email: S.Reeson@Tees.ac.uk