

Summary

A Games Design graduate specialising in puzzle design, playtest-driven development and project management, eager to gain professional experience in the games industry.

You can find a portfolio of my work at burnsoft.dev.

Experience

University of Southampton – BA Games Design and Art

- Designed, implemented and tested robust gameplay systems with Godot, while building in-engine frameworks to aid future development.
- Worked within multidisciplinary teams, coordinating our efforts to create efficient workflows.
- Researched and taught myself new skills when required by projects, whether that was engine features, video editing or web development.
- Utilised regular, iterative playtesting to strengthen our designs.
- Created and maintained thorough design documentation to ensure team cohesion.
- Drafted and worked to precise schedules, delivering finished work on time.

Outside of university

- Worked as an escape room host at ClueCapers since October 2022, executing live difficulty balancing based on careful observation of players.
- Contributed design and programming to multiple game jam projects, and assisted with escape room design at ClueCapers.
- Strengthened my communication skills through work in education, including three months as a teacher in Southampton.

Education

BA Games Design and Art – University of Southampton (2022 –2025)

Graduated First with Honors

Skills

Godot and GDScript - Project management - Iterative, player-driven design – Playtesting - Collaboration
Communication - Teamwork - Team Leadership - Microsoft Office - Google Workspace - Miro - Googling

References

Adam Procter at the University of Southampton, reachable at adam.procter@soton.ac.uk

Kate Surtees at ClueCapers, reachable at escape@cluecapers.co.uk