Ross McRitchie
Game Designer

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Statement

Game designer with over 2 years of professional experience in a creative, collaborative and deadline-driven environment. I am passionate about making video games, with particular interest in world building, RPGs and narrative driven experiences.

Skills

Game Design

- Level design, blockout and combat encounter design
- Game system design, implementation, and balancing
- UI/UX Design
- Dialogue and copywriting
- Playtesting and iteration
- Experience working with brand IP and SEO

Software

- Adobe Photoshop & After Effects
- Autodesk Maya & Blender
- Microsoft Office & Google Docs
- Github & Trello
- Audacity

Editors

- Unreal Engine 4
- Gamemaker Studio 2
- Unity
- Construct 2/3

Programming/Scripting

- Unreal Engine Blueprints
- Python
- Javascript
- HTML

Experience

Independent – Feb 2020 - Present **Game Developer**

- Cairn Mathair's Curse (PC – Steam)

Beano Studios – April 2020 **Freelance Game Developer**

- Developed *Nitro Nick's Big Wheelie Challenge (Browser, PC & Mobile)*

Beano Studios – Jan 2019 – Feb 2020 **Junior Games Producer**

- 21 published cross-platform games *(Browser, PC & Mobile)*

  - Scripted systems for a variety of game genres
  - Translated on-brand comic art-styles into video game pixel art and hand-drawn assets
  - Utilised data and SEO traffic to inform development processes
  - Fulfilled external client game briefs

  - Utilised a Kanban system to release a game on the Beano website once a week
  - Developed games which have coincided with issues of the popular Beano comic
  - Collaborated with a multi-disciplinary team

Education

Abertay University – 2016 – 2019
BA Game Design and Production (Hons)
Classification: 2:1

City of Glasgow College – 2014 – 2016
HND Computer Art and Design
Grade: A