



// Visit my Portfolio

<https://www.o-scott.com/>

OLIVER SCOTT

GAME DESIGNER



Swanley (Open to Relocation)

TECHNICAL SKILLS

Game Design

- Adobe Suite
- Documentation
- Office 365

Development

- Unreal Engine 5
- Unity
- Blueprints
- C#

Collaboration

- Teams
- Discord
- Source Control

SOFT SKILLS

- Communication
- Creativity
- Detail-Oriented
- Adaptability
- Multi-Disciplinary
- Collaboration

EDUCATION

Staffordshire University
London: 2022 – 2025
Computer Games Design BSc (Hons)

Graduation Date: June 2025
Predicted: First Class

ACHIEVEMENTS

- Grads In Games Rising Star Finalist
- 2nd Place Game Dev HQ 2022 Game Jam

OTHER INTERESTS

- Football
- Gym
- YouTube

PROFILE

I am a third-year Computer Games Design student currently studying at Staffordshire University London and looking to join the gaming industry as a Game Designer.

Adept at problem-solving, working in close-knit teams, and collaborating across disciplines to bring creative ideas into fruition.

EXPERIENCE

// Key Contributions found on my portfolio

March 2024 – May 2024

- Tides of Treachery** - 8-week university module to develop a vertical slice of a game.
Developer - Implemented designs from design/tech leads using blueprints.
Team Size: 21 - Engaged in development sprints using Jira.
UE5 - Collaborated with programmers, designers, and artists.
- Programmed the aiming system, water rapids, whirlpools, modular upgrades and an attack range shape creation system.

June 2024 – Sept 2024

- Kardtana** - A summer project with my peers at university.
Developer - Collaboratively designed systems and game loops.
Team Size: 4 - Programmed various systems, such as the poker hand detection system and the player controller.
UE5

Sept 2023 – May 2024

- Staffordshire University** - UI Development – RPG UI, focus on modularity
UE5 - Systems Design – framework development and programming methodologies
Independent - Gameplay and Quest Design – including level design

Apr 2023 & Apr 2024

2024/ Guided new players through the game 'Zephon' and gathered valuable playtest feedback for [Proxy Studios](#).

WASD

Volunteer
Apr 2023/2024

2023/ Introduced players to the new PS VR2 Jurassic World game. Guided them through the setup process, and through the demo. I gained invaluable insight into affordances within games.

EMPLOYMENT

1UP Internship

UEFN Technical Designer
Staffordshire University
10/06/2024 – 21/07/2024

A 6-week internship with my University (SUL), using UEFN. I designed and implemented a bike-race mini-game, as well as other map traversal mechanics. I collaborated in a team of 6, with programmers, designers, and artists, while working under a team lead. I also learned a new programming language Verse.

Nando's

Restaurant Team Member
31/01/2022 – Present

This role showcases my dedication and ability to excel under pressure. I continue to improve not only the technical skills of my job but also my communication skills with the team around me. Since my role is Coordination, I am responsible for connecting the food from the Grillers to the Cashiers on the floor. A parallel that comes with being a technical/games designer, this has given me great experience for inter-disciplinary communication.