

ABOUT ME

Highly skilled and innovative Games Designer with extensive experience in Unreal Engine 5 and collaboration with multidisciplinary teams. Demonstrated ability to prototype, implement, and polish gameplay experiences to high standards. Proficient in converting and enhancing assets between engines, creating reusable systems, and optimizing player interactions for immersive gameplay. Adept at using custom toolsets, visual scripting, and maintaining comprehensive documentation to support game development. A fan of many types of genres and love of diverse storytelling from multiple sources; books, video games or table top RPG's. I spend my free time painting miniatures for a variety of table top games and developing custom campaigns for Dungeons and Dragons.

SKILLS

- Unreal Engine 5
- Visual Blueprint Scripting
- Animation blueprint and state machine
- Level editing tools
- Unreal sequencer
- Unity C#
- Jira
- Perforce Version Control
- Prototyping and Documentation
- Troubleshooting
- Problem Solving
- Adaptability

CONTACT

- ✉ cam_savo@hotmail.co.uk
- 🌐 <https://camsavo1.wixsite.com/website>
- 🌐 <https://www.linkedin.com/in/cjs1503/>

CAMERON SAVAGE

Game Designer



EXPERIENCE

2023 Junior Game Designer

2024 Ballistic Moon Ltd

- Within my role as a contractor working on Until Dawn(2024), I worked with Unreal Engine 5 and alongside multiple departments to implement and polish gameplay experiences to a high standard:
- Collaborated with art and animation departments to prototype and implement 10 new gameplay interactions, for example the Deer Whistle in chapter 6, using unreal sequencer, animation blueprints and visual blueprint scripting in engine.
- Reworked jump scares for third-person camera integration, maintaining and enhancing the original game's horror atmosphere by using a custom camera nudge system to help guide the player camera to a position where the jump scare would be most effective.
- Created and refined animation blueprints and state machines, leveraging custom toolsets and visual scripting to enhance player experience
- Prototyped and implemented reusable camera setups for interactions and maintained documentation on Confluence to facilitate implementation by other designers.
- Utilized in-house tools to convert and polish a wide range of assets from Decima to Unreal Engine 5, including gameplay interaction components, animations, camera sequences, and skeletal meshes
- I assisted with the testing and implementation of the games locomotion and collision avoidance system in various levels, working with QA and other designers to make the locomotion feel appropriate for the story beats



EDUCATION

2021 MSc Computer Game Design

2022 Staffordshire University

During my time on this course, for which I was awarded a Distinction, I was able to leverage my skills from my previous course to design, research and create an academic research paper with an accompanying gameplay demo to demonstrate the research using different game engines such as Unreal Engine and Unity

2018 BSc Gameplay Design And Production

2021 Staffordshire University

During my time on this course, for which I was awarded a first class, I was able to learn and apply different design techniques using two different engines, Unreal Engine and Unity, to create multiple gameplay demo's be that as a solo project or leading a group of my peers