



CONTACT ME

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SKILLS

- Agile
- Team Work
- Organisation
- Communication
- Problem Solving
- Project Management
- Social Media Marketing

SOFTWARE

- Unity
- Unreal
- ProBuilder
- Blender
- GitHub
- Jira / Trello
- Microsoft Office
- Adobe Photoshop / Illustrator

ADDITIONAL INFO

- Previous Volunteer Shop Assistant
- Previous Private Carer
- Currently learning French
- Currently learning C#

LUCY BOWLING

Game Designer

PROFILE

First-Class Game Development: Design graduate. I specialise in Level and Systems Design, however, I have experience in Concept Creation, World-Building, Writing and UI & Puzzle Design.

I've worked on 2D side scrollers, 2D & 3D & isometric platformers, interactive narratives, walking simulators, first-person shooters and more.

WORK EXPERIENCE

Writer, Level & Systems Designer

2021 - Current

Repeater Roulette | University Year 3

- Create modular level blockouts that feel consistent when procedurally generated
- Bring my levels through every stage of development - from paper to polish
- Design interesting gambling systems and create a system design document
- Develop the world, characters and the story concepts
- Write the character dialogue and communicate with the cast
- Work with the project lead to set team goals
- Attend daily standups to discuss the game's development and iterate upon feedback

Level Designer

Global Game Jam 2022

There's No Such Thing As Monsters

- Contribute to the creation of the game's concept
- Create level blockouts that gradually increase in difficulty
- Work closely with the artists in order to achieve the game's overall vision

Level, UI & Puzzle Design

2020 - 2021

Umbrian | University Year 2

- Create a blockout for a tutorial level
- Design puzzles that gradually introduce the player to the mechanics
- Create a game design document
- Design and create the game's main menu
- Work with the project lead to set team goals that are within scope
- Attend daily standups to discuss the level's development and iterate upon feedback

Level, UI & Puzzle Design

2019 - 2020

Lumin | University Year 1

- Design an atmospheric environment and create a level design document
- Create a level blockout + place assets
- Closely collaborate with the artists to get the game as close to the vision as possible
- Attend regular standups and contribute to sprint planning

EDUCATION

BA(Hons) Game Development: Design

2019 - 2022

Falmouth University

Grade: First

Secondary School

2009- 2015

Clacton Coastal Academy