Callum Anthony Stables

Technical Designer

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callumstables.com ↗

Technical Designer with a Computer Science background and 2+ years of professional experience at Moon Studios, working in production environments on complex game systems and tooling. I specialize in bridging design and engineering — building robust tools, workflows, and gameplay systems that scale across teams and large codebases. My experience spans engine-level work, custom editor tooling, and system-driven gameplay development.

Experience

TECHNICAL DESIGNER, MOON STUDIOS ↗   July 2023 to October 2025

No Rest For The Wicked ↗

Worked on core systems, internal tools, and engine-level features in a production Unity environment.

- Led the design and implementation of core tutorialisation systems, spanning UI, tooling, and data serialization.
- Built and maintained internal tools and UI systems in Unity, including editor tooling and scalable, state-driven UI architectures.
- Contributed to engine-level work, including Unity source migration for macOS and Apple Silicon support.
- Investigated and resolved complex cross-system issues in a live production environment.

Education

UNIVERSITY OF PLYMOUTH   October 2020 to July 2023

BSc (Hons) Computer Science (1:1)

UNIVERSITY OF PLYMOUTH   October 2019 to June 2020

(CertHE) Earth Sciences

HELE'S SCHOOL   October 2016 to June 2018

A-Level (Geography, Biology)

Skills

C# • C++ • Js • Ts • OpenGL • Python • Lua • Kotlin • HTML/CSS • .NET • Level Design

Tools