

Ollie Wright *Technical Game Designer*

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PROFILE

As a game developer with **7 years of solo experience** with game creation, I have strong foundations in a number of design disciplines (specialising in systems, AI, level, and technical), and programming experience following industrial practices. I graduated with a **First Class degree** in computer games technology, creating a number of the highest graded games in my class, and have showcased a **TIGA Best Student Game 2024** award winning group project, created alongside **Frontier Developments**, at the **Barclays Game Frenzy 2024** and **MCM Comic-Con/EGX 2024**, and a solo project at my university's **Graduate Showcase** the year prior, leading to **acclaim and mentorship from developers at Larian Studios**. I built my portfolio website to teach myself HTML, CSS, and JavaScript. Curation, my current project, will **release on Steam** in June, with a demo available now.

EXPERIENCE

Curation, Circle Back Ltd — *Design and Programming*

September 2023 - Present

Curation is a museum management simulation game originally created alongside Frontier Developments as a university project. I designed and implemented the AI, underlying system/tech design and economy balancing, as well as working as a generalist programmer writing clean and maintainable/scalable code. I lead playtests and iterate designs in response to feedback. It won the TIGA award for Best Student Game 2024, and now has a page on [Steam](https://steam.com), preparing for a Q2 2025 release.

Skills: Unity, C#, Modular AI behaviour, Technical Design, System Design, QA

Press Space, University Project — *Solo (design, code, art)*

February 2023 - May 2023

Press Space is a satirical branching narrative game, inspired by The Stanley Parable. I focused on narrative design elements, and the UX in a recent redesign. I implemented audio systems, and simplistic 3C systems. It was praised for its design/documentation by developers at Larian Studios after being showcased at UoP's Graduate Showcase 2023.

Skills: Design for game feel, C#, Narrative design, Level design, Full stack development

Cedrik's Crown, University Project — *Lead Designer & QA*

October 2022 - January 2023

Cedrik's Crown is a 2-4 player dungeon crawler RPG board game. I systematically balanced enemy encounters using a program written by myself in C++. I focused mostly on the core gameplay loop and the player experience, in addition to playtesting and iterating extensively to ensure balance and consistent player engagement.

Skills: Design principles and balancing, Team leadership, C++, QA

EDUCATION

University of Portsmouth, Portsmouth — *First Class degree in*

Computer Games Technology (BSc) – September 2021 - July 2024

Graduated with a 4.16 GPA, with each year module mark average being First Class

The Henley College, Henley — *A-Levels – May 2021*

Maths (A) Economics (A) Computer Science (A)

PROFICIENCIES

Visual Studio 2022/VSCode
Unity
Unreal Engine
Git/GitHub
C#
C++
HTML/CSS/JavaScript
Jira/Confluence/Miro
Microsoft Office suite
Adobe Photoshop
Adobe Premiere Pro

SOFT SKILLS

Working with teams towards strict deadlines

Meeting and engaging with new people at conferences and industry events

Effective communication, with experience working remotely

Very strong work ethic and willingness to learn

Positive attitude/outlook and enthusiastic approach

INTERESTS

Full stack Game Development

Programming

Design iteration and consultation with small teams

Artificial intelligence/machine learning (excluding GenAI)

Media Theory and films

Video and board gaming