Ollie Wright *Technical Game Designer*

Wallingford, Oxfordshire
Portfolio: ollieportfolio.com

✉ olliewright02@gmail.com
📞 +44 7415 346 751
in linkedin.com/in/olliewright
github.com/OllieGuy

PROFILE

I've been making games for more than **7 years**, with strong foundations in a number of design disciplines (specialising in systems, AI, level, and technical), as well as extensive programming experience.

1st Class BSc in Computer Games Tech	Mentored by developers at **Larian Studios**
TIGA Best Student Game award winner	Built portfolio site using **HTML/CSS/JS**
Worked alongside **Frontier Developments**	Shipping *Curation* on **Steam** later this year

WORK EXPERIENCE

Curation, Circle Back Ltd — *Design and Programming*

September 2023 - Present

Curation is a museum management sim originally created alongside Frontier Developments as a university project. I design and implement AI, underlying system/tech design, economy balancing, as well as working as a generalist programmer. I lead playtests and iterate in response to feedback. It won the TIGA Best Student Game 2024 award, and now has a page on *Steam*.
Skills: *Unity, C#, Modular AI behaviour, Technical Design, System Design, QA*

Waste Anarchy, Port in the Storm Games — *Technical Design*

June 2025 - August 2025

I work as a Technical Designer designing/implementing AI, 3C's, and other core gameplay systems on a 2 month FTC. UoP's Revolution Plastics institute is the client for this child-friendly, cozy town sim mobile game which aims to teach environmental awareness.
Skills: *Unity, C#, Client Communication, AI behaviour, Technical Design, Mobile Design*

PERSONAL EXPERIENCE

Idiot Golf, Personal Project — *Solo*

February 2025 - Present

Idiot Golf is a multiplayer golf game aimed at encouraging emergent gameplay created to teach myself fundamentals of multiplayer programming. I have created a simple reconciliation system with a circular buffer, and dealt with networked physics/animation.
Skills: *Design for Multiplayer, C#, Networking, Reconciliation, Physics, Animation*

Press Space, University Project — *Solo*

February 2023 - May 2023

Press Space is a branching narrative game, with a focus on narrative design elements and UX. I implemented audio and 3C systems. Its design/documentation was praised by developers at Larian Studios after being showcased at UoP's Graduate Showcase 2023.
Skills: *Design for game feel, C#, Narrative design, Level design, Documentation*

EDUCATION

University of Portsmouth, Portsmouth — *First Class BSc in Computer Games Technology (4.16 GPA)* – *September 2021 - July 2024*

The Henley College, Henley — *A-Levels* – *September 2019 - 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

Media Theory and films

Video and board gaming