

Ross McRitchie

Game Designer

Dundee, Scotland
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<https://rossmcritchie.github.io>

Experience

Junior Games Producer

Beano Studios

January 2019 - Present

- Whoopee Cushion Evolution
- Night of the Living Veg
- Cabbage Catch Kids
- Escape from Bash Street School

Skills

Game Design

- Level design & blockout
- Game system design, implementation and balancing
- UI/UX design
- Playtesting & iteration

Engines

- Unity
- Unreal Engine 4
- Game Maker Studio
- Visionaire Studio

Game Art & Design

- Traditional and Pixel Art style experience
- Game Asset Pipelines; 2D & 3D

Software

- Maya
- Adobe Photoshop/Krita & After Effects
- Microsoft Office
- Audacity
- GitHub

Education

Abertay University

Bachelor of Arts

Games Design and Production

2016 - 2019

City of Glasgow College

HND: Art and Animation

Grade: A

2014 - 2016