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Optimizing Python Se

Viewers: 1,211

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# David Midgley

Game Designer, Writer, Entrepreneur

Austin, Texas

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University of Cambridge

See contact info

See connections (500+)

Certain Affinity

I have 10 years' experience in design roles within the videogames industry. I currently work as a Senior Game Designer at Certain Affinity in Austin, Texas, and have been there for the past 6 years.

I have AAA development experience ranging from systems design, scripting, game modes, monetization, user interface and scriptwriting in a range of major engines, including Unity and Unreal, as well as proprietary toolsets such as the Call of Duty engine, the Halo engine, and the Mafia and Driver game engines.

Areas of focus: systems, engineering, narrative, multiplayer game modes. Experience with monetization, localization, audio.

Technical interests: Unreal Engine and Blueprint, Unity3D and C#, C++, Python, Amazon Web Services (AWS), JQuery, Ruby on Rails, Node.js and the MEAN stack.

In addition, I'm involved in a couple of startups including Zone. In and Hindu Kush Clothing.

Videogame credits --

### WORLD OF TANKS

Halloween Event 2017 (https://worldoftanks.com/en/news/game-events/halloween-special-2017/) Designer

This event was developed by Certain Affinity in collaboration with Wargaming.

MAFIA III

Designer

CALL OF DUTY: MODERN WARFARE REMASTERED (All Platforms)

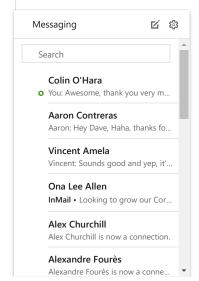
Systems Designer / Scripter

HALO 2: ANNIVERSARY (Xbox One)
Systems / Technical Designer, Game Modes

Unannounced Mobile project Lead Writer (Freelance) - Murka Games

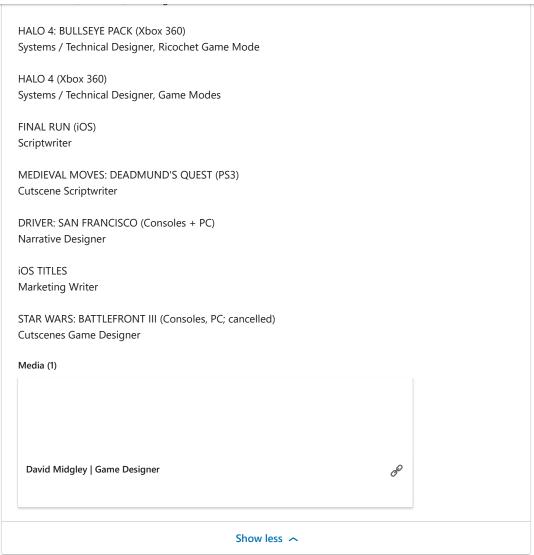
AGE OF BOOTY: TACTICS (iOS)

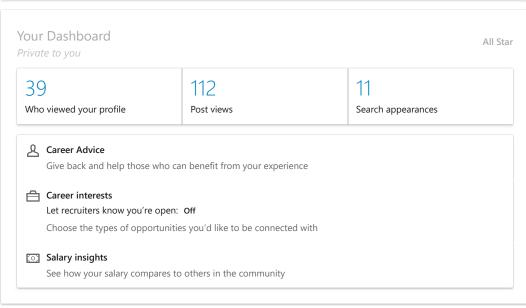
Systems / Technical Designer and Writer



Game Designer, Writer, Entrepreneur







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Reason from First Principles in Game Design

David Midgley on LinkedIn

Adam's professional milestone

David liked

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# Senior Designer Certain Affinity Apr 2012 – Present • 6 yrs 1 mo

WORLD OF TANKS

Halloween Event 2017 (https://worldoftanks.com/en/news/game-events/halloween-special-2017/)

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MAFIA III

Designer

CALL OF DUTY: MODERN WARFARE REMASTERED (All Platforms)

Designer

HALO 2: ANNIVERSARY (Xbox One)

Systems and Technical Designer, Game Modes

AGE OF BOOTY: TACTICS (iOS) Technical Designer and Writer

HALO 4: BULLSEYE PACK (Xbox 360)
Technical Designer, Ricochet Game Mode

HALO 4 (Xbox 360)

Technical Designer, Game Modes



### **Director of Online Development**

Hindu Kush Clothing

Clothing A

Apr 2013 – Present • 5 yrs 1 mo London, United Kingdom

Part-time role managing web and sales solutions for a garments startup based in the UK.



### Head of User Experience

Zone In

Oct 2010 – Present • 7 yrs 7 mos

London, United Kingdom

Co-founder of an exciting web startup with a small team of developers. Largely responsible for UX, using JQuery and Ruby on Rails with PostgreSQL.

- Programmed the iOS app, learning Objective-C in Xcode and implementing over a weekend.
- Designed website and mobile app UX.
- Responsible for marketing, analytics, advertising.
- Handled US trademark registrations and protection.



Lead Writer (freelance, offsite) MURKA













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Game Designer, Writer, Entrepreneur



### Core Game Design Consultant, "Super Barista"

### Balloon 27

May 2014 - Jul 2014 • 3 mos

Freelance, off-site

SUPER BARISTA by AppNormals Core Game Design Consultant

Featured, "Best New Games", iOS App Store

#13, Paid Games / Strategy Chart, iOS App Store

"a clever mix of strategy and time management" - PocketGamer

"Easy to learn, frantic to master" - AppGameNews

### Player Reviews:

"So addictive and challenging at the same time" - LTCGAMER

"Fun w/ just the right amount of challenge!" - GhostlyGuru

"Best game I have played in a long time" - Maricruz

"Really enjoying this game -- it's smart and fun" - Do It Matter

"Love it! I got so into playing this morning, I almost missed my subway stop" - 1234charlie

"Refreshing and new" -- 27Chad



### Lead Writer (freelance, offsite)

### Zindagi Games

Jul 2013 – Apr 2014 • 10 mos

Worked freelance offsite as Lead Writer on unannounced project for Sony and Zindagi Games.

### Freelance Narrative Designer



**Rotor Games** 

Dec 2011 - Feb 2012 • 3 mos

Wrote the script for FINAL RUN (iOS).

"A masterful blend of compelling plot, well-drawn characters, and incredibly intense and perfectly paced gameplay adds up to one of the most impressive indie debuts yet this year." -- iFanzine

"Storyline's great, the soundtrack fits, gameplay is awesome... Pick up Final Run!" -- iPhone Gamer



## Freelance Scriptwriter

### Zindagi Games

Mar 2011 - Oct 2011 • 8 mos

Cutscenes writer for MEDIEVAL MOVES: DEADMUND'S QUEST (PS3) by Zindagi, published by Sony.

"The comic book cutscenes are awesome" - IGN

"a deep, fleshed-out story ... this game's definitely aurally and visually pleasing... THE GOOD: Humorous characters and an entertaining plot." - EGMNow

"A textbook example of The Hero's Journey... If George Lucas needs tips on how to make a PlayStation Move Star Wars game, he need look no further than Medieval Moves" - D+PAD



### Narrative Designer

### Ubisoft

Sep 2010 - Dec 2010 • 4 mos

Wrote and edited scripts for DRIVER: SAN FRANCISCO. Designed core audio logic and mission flow.

Develop Awards 2012 -- Nominated for Use of Narrative, Audio Accomplishment

"Driver San Francisco does not get enough credit. It is so good. I've said it before, if there was a









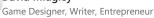




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# David Midgley



gameplay mechanics... Without character there's no motivation, and without motivation there's no engagement. Driver SF understood that." - Ben 'Yahtzee' Croshaw



### Freelance Writer

### Chillingo

Jun 2010 – Sep 2010 • 4 mos

Wrote marketing copy for 20 Chillingo-published games like Angry Birds, Helsing's Fire, Predators.



### **Script Editing Support**

### Ubisoft

Dec 2009 – Aug 2010 • 9 mos

Designed logic for what gameplay information to convey during game missions.

Plotted story beats and overarching story as part of a high-level story planning team.

Became "go-to guy" for fixing issues in Ubisoft's scriptwriting and VO pipeline.

### Director

### Ice Cool Code Ltd

Feb 2004 - Feb 2009 • 5 yrs 1 mo

Designed websites and branding, wrote content, performed SEO.

Developed a PHP CMS used by the MP for Cambridge 2005-2010.

### Game Designer

## Free Radical Design

Jun 2008 – Jan 2009 • 8 mos

Cutscenes Game Designer on STAR WARS: BATTLEFRONT III.

Cutscene design and implementation (scripting). Fixed animation C++ to improve performance.

Wrote scenarios for Galactic Conquest. Created new game concepts for Free Radical Design.

### Writer

### Freelance

2008 – 2008 • less than a year

2012-Wrote for IGDA's "Perspectives": http://www.igda.org/newsletter/2012/05/31/for-games-writers-brevity-is-the-soul-of-what-was-it-again/

2011 - Wrote for IGDA's "Perspectives": http://www.igda.org/newsletter/2011/10/27/he-who-pays-first-laughs-last-the-rise-of-crowdfunding/

2010 - Wrote for Horizon Review:

 $http://www.saltpublishing.com/horizon/issues/04/text/midgley\_david\_blind\_criticism.htm$ 

Translated THE MARRIAGE OF FIGARO into modern English for performance

2009 - Wrote 60-page spec script called "A Year In" about college friends getting together for a party a year after a crime was committed.

Wrote spec plot, characters, synopsis for a game in the style of DEUS EX.

2008 - Reviewed "Against the Machine" for LBiQ magazine. http://lbiq.lbi.co.uk/wp-content/uploads/2008/09/lbiq\_2.pdf (p.89).













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# David Midgley

Game Designer, Writer, Entrepreneur

nttp://www.aaviamiagiey.net/2013/05/guess-tne-state-game/

2007 - After graduation, ran a 3-man game prototype project using Ogre3D, RakNet, PhysX.

1999-2004 - Ran and coded a MUCK/MUD hybrid text game, with 2294 players, 377 in-game programs made using a Forth variant, a high of 30 simultaneous players and 810,000 uses of the global chat.



### Voyager Books: Editorial Intern

HarperCollins Publishers

Apr 2004 - May 2004 • 2 mos

Editing on 3 books, wrote blurbs, reader for manuscript submissions.

### Show less ^

### Education



### University of Cambridge

First, English

2004 – 2007

Activities and Societies: Jiu Jitsu Society (Treasurer)

Achieved the sixth-highest First from the University of Cambridge for my degree in 2007, earning an honorary senior scholarship and the English prize from Gonville and Caius College.

### Media (1)

Gonville & Caius | University of Cambridge

# Dulwich College

1998 – 2003

Studied English, Computing, Ancient Greek, Physics, and Mathematics at A-level, winning prizes for Creative Writing, Physics, Computing, Music, and Classics.

### Skills & Endorsements

Add a new skill



### Video Games · 27



### Game Design 27





Endorsed by 9 of David's colleagues at Certain
Affinity

P

### Game Development · 14

Endorsed by Lincoln Li and 1 other who is highly

Endorsed by 6 of David's colleagues at Certain











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Received (16)

### Recommendations

Ask for a recommendation



Sinclair

### Stefan Stefan Sinclair Software Developer

July 20, 2015, David worked with Stefan in the same group

Given (13)

I've had the pleasure of working with David on a few projects with Certain Affinity. His passion, creativity and versatility have been fantastic to experience. It's no exaggeration to say that our studio's first mobile title, Age of Booty: Tactics, would not have shipped without his efforts. He singlehandedly designed and implemented multiple core features of the game at a high quality bar. David is an asset to any project fortunate enough to have him.



### Casey Donnellan Senior Game Engineer at Rooster Teeth

July 19, 2015, David worked with Casey in the same group

I worked with David extensively on Age of Booty: Tactics. On that project, David went far beyond his job description and built major game systems from the ground up. The in-game store in the live version of AoB was built almost entirely by David and it has some seriously awesome functionality. David engineered a pipeline where non-technically oriented developers could use an external tool (which he also built) to design a store layout. The game client would then build the store UI described the by cloud delivered layout file. In addition to the store, David also built AoB's random name generator as well as countless smaller systems.

I've never worked with a designer who throws himself into actually building his designs the way David does. On top of all of that, he's just a really nice guy. I highly recommend working with him.

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