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David Midgley
Game Designer, Writer, Entrepreneur   Add profile section   More...

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David Midgley

Game Designer, Writer, Entrepreneur

Austin, Texas

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🏢 **Certain Affinity**

🎓 **University of Cambridge**

📇 **See contact info**

👥 **See connections (500+)**

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

Messaging   ✎ ⚙

Search

Colin O'Hara
⊙ You: Awesome, thank you very m...

Aaron Contreras
Aaron: Hey Dave, Haha, thanks fo...

Vincent Amela
Vincent: Sounds good and yep, it'...

Ona Lee Allen
InMail • Looking to grow our Cor...

Alex Churchill
Alex Churchill is now a connection.

Alexandre Fourès
Alexandre Fourès is now a conne...

👤 **David Midgley**
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HALO 4: BULLSEYE PACK (Xbox 360)
Systems / Technical Designer, Ricochet Game Mode

HALO 4 (Xbox 360)
Systems / Technical Designer, Game Modes

FINAL RUN (iOS)
Scriptwriter

MEDIEVAL MOVES: DEADMUND'S QUEST (PS3)
Cutscene Scriptwriter

DRIVER: SAN FRANCISCO (Consoles + PC)
Narrative Designer

iOS TITLES
Marketing Writer

STAR WARS: BATTLEFRONT III (Consoles, PC; cancelled)
Cutscenes Game Designer

Media (1)

David Midgley | Game Designer 🔗

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39	112	11
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Your Articles & Activity

David Midgley
Game Designer, Writer, Entrepreneur

Reason from First Principles in Game Design
David Midgley on LinkedIn

Adam's professional milestone
David liked

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Experience   +

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/)
Designer
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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
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 UK

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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Game Designer, Writer, Entrepreneur

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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http://www.davidmidgley.net/2013/05/guess-the-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.

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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
Endorsed by **9 of David's colleagues at Certain Affinity**

Game Design · 27
Endorsed by **Lucas Davis and 1 other who is highly skilled at this**   Endorsed by **9 of David's colleagues at Certain Affinity**

Game Development · 14
Endorsed by **Lincoln Li and 1 other who is highly**   Endorsed by **6 of David's colleagues at Certain**

David Midgley
Game Designer, Writer, Entrepreneur

Recommendations

Ask for a recommendation ✎

Received (16)   Given (13)

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

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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