



# Gemma Wolferstan

## Junior Game Developer



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### EDUCATION

#### **BSc (Hons) Games Development (Design) - First Class,**

*University of Suffolk* 

2019 – 2024 | Ipswich, UK

This degree equipped me with a comprehensive game development skill set, allowing me to specialize in my interests while building strong, well-rounded expertise through various projects.

#### **DipHE Law LLB (Hons),**

*University of Nottingham* 

2014 – 2018 | Nottingham, UK

Law school honed my ability to process complex information and create tailored solutions, a skill directly relevant to solving problems in game mechanics and systems design.

### AWARDS

#### **Graduate of the Year: Designer, TIGA**

02/09/2024

Awarded for the designer toolkit developed as part of my dissertation.

### TECHNICAL SKILLS

3ds Max	C#
Git	Photoshop
Plastic SCM	Trello
Unity	Unreal Engine

### REFERENCES

**Jason Green**, *Managing Director*,  
Elemental Glyph Studio  
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592133

### PROFILE

I am a passionate game designer with a first-class degree in Game Design, where my dissertation on survival instinct psychology in horror game level design earned me the TIGA Graduate of the Year (Designer) 2024 award. I've gained hands-on experience at Elemental Glyph Studios, developing a reward system for their upcoming game, *Quick Smith*, a roguelike inspired by *Overcooked* with a blacksmithing twist. Currently based in the UK, I am open to relocating abroad for the right opportunity.

### PROFESSIONAL EXPERIENCE

#### **Elemental Glyph Studio, Game Designer**

2024 | Ipswich, UK

I developed a reward system for the upcoming game *Quick Smith* that helps maintain player engagement over time. This included designing daily and weekly challenges with token-based rewards for in-game skins, creating unlockable "new game+ modifier cards" to enhance replayability, and crafting Steam achievements to boost player interaction. My contributions received high praise and strong recommendations from the studio's managing director.

#### **Currys PC World, Repair Technician**

2019 – 2020 | Ipswich, UK

In this position, I assisted customers with technical support and product advice. I handled hardware and software repairs, provided recommendations for technology purchases, set up devices, performed data backups, and led classes on the everyday use of PCs, tablets, and phones.

#### **Various Employers, Fire Warden, Shop Assistant, Waitress**

While not directly related to game design, these roles helped develop strong soft skills like teamwork, communication, and working under pressure.

### PROJECTS


#### **Ascension Dude, 2D endless wave game**

- Developed in a team of three over eight weeks.
- Pitched and prototyped core game systems (on paper and in Unity).
- Responsible for animations, audio, UI/HUD elements, C# scripts, bug fixes, and balancing enemy/player mechanics.
- Managed version control using Plastic SCM and Git, and tracked progress with Trello.
- Worked under agile methodology, delivering weekly playable builds and meeting all deadlines.

#### **A Strategic Theatre for Survival, designer toolkit**

A toolkit for horror game designers, focusing on level design techniques that trigger human survival instincts to create immersive and engaging gameplay. Drawing on psychological theories like Csikszentmihalyi's Flow, Maslow's Hierarchy of Needs, and Appleton's Prospect-Refuge Theory, it offers practical strategies for crafting environments that heighten tension, challenge, and emotional depth, helping designers enhance player experiences through spatial design.

#### **Roly-Holey, mobile game prototype**

- Developed during a series of one-week-long game jams.
- Designed simple yet deep mechanics involving navigating a ball through a maze while avoiding bomb and skull balls.
- Created a main menu that doubled as a tutorial and balanced difficulty across 10 prototype levels.
- The game was selected by my university to be featured on their official itch.io page  as a showcase of student talent.