



# OLLIE CULLEN

## GAME DESIGNER

A passionate Video Game Designer with a love for creating worlds, characters and stories.



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Birmingham, UK.



<https://www.linkedin.com/in/olliecullen/>



Available Upon Request



<https://www.olliecullen.com>

## NOTABLE GAMES

### LOST SOUL

**Producer & Designer | Gamercamp | 2020 - Present**

- Produced a large scale project with a multi-disciplinary team.
- Lead Narrative and UI/UX Design for the project.
- Ensure project stuck to strict scope requirements.
- Developed in Unreal Engine

### IMPOSSIBLE RESCUE

**Technical Game Designer | Gamercamp. | 2020 - 2021**

- Developed Mechanics using Unreal Engine Blueprint and Widgets.
- World, Level and Narrative Design.
- Gameplay Design
- Combat Design

### ECHOS ORIGINS

**Lead Gameplay Designer | Gamercamp. | 2018**

- Gameplay Design Lead for Large Scale Project.
- Implementation and organisation of Art Assets.
- Polish Pass on all Level Designs.
- Prototype Mechanics using Unity.

## WORK EXPERIENCE

### TEAM LEADER

**Redwood Healthcare LTD | 2020 - Present**

- Organising care staff to ensure high standards of care are met.
- Ensuring care plan and audit documentation is up to date.
- Working closely with medical professionals on a regular basis.
- Keeping team calm in incredibly high-pressure work environment.
- Developing strategies to overcome challenging behaviour.

### TEAM LEADER

**Future Care. | 2016 - 2020**

- Working with medical professionals on a regular basis.
- Keyholder and responsible for safety of service users.
- Having to act quickly and efficiently to unpredictable scenarios.
- Ensuring care planning documentation is relevant and up to date.

## EDUCATION

### MSC VIDEO GAME ENTERPRISE, PRODUCTION & DESIGN

**Birmingham City University**

09/2020 - Present

Birmingham, UK

- Small Scale Video Game Design and Development
- Large Scale Video Game Design and Development

### BA VIDEO GAME DESIGN AND PRODUCTION

**Birmingham City University**

09/2017 - 09/2020

Birmingham, UK

- 2D Game Spaces
- Level Design
- 3D Game Spaces
- Collaborative Project

## RELEVANT SKILLS

- |                 |                             |                       |
|-----------------|-----------------------------|-----------------------|
| - Unreal Engine | - Project Management        | - Gameplay Design     |
| - Unity         | - Agile Methodologies       | - Narrative Design    |
| - Godot         | - Hansoft                   | - Combat Design       |
| - Blender       | - GitHub                    | - Team Building       |
| - UX/UI Design  | - C# & Blueprints           | - Microsoft Office    |
| - Photoshop     | - Game Design Documentation | - Presentation Skills |

## INTERESTS

- |                     |                        |
|---------------------|------------------------|
| - Gaming            | - MMORPGs              |
| - Nature            | - Events and Festivals |
| - Ancient Mythology | - Cooking              |
| - Travelling        | - Reading              |
| - Games for Health  |                        |
| - Music             |                        |