



OLLIE CULLEN

GAME DESIGNER

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



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Birmingham, UK.



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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 | |