STEPHEN VIRGO

DESIGN / TECHNICAL DESIGN

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PROFILE

I am a games designer with 19 years of experience across 15 released titles on PC and console that have sold over 30 million copies combined. I have been the designer leading scripted content creation of the highly successful Total War game series for more than a decade. My career so far is strongly focused on game scripting, technical design, tutorialisation/onboarding, narrative creation, and writing (both in-game and external documentation). I am equally happy working independently or with others, taking the lead or providing support.

I'm keen to work in a more strategic capacity, where I can employ my skills and experience in more of a leadership role.

SKILLS and QUALITIES

- Fourteen years of experience with scripting using Lua to a high standard.
- Comfortable with reading, writing, and debugging C++ and C#.
- Adept problem solver – I run towards fires.
- Good communication and collaboration skills. Very good standard of written English.
- Excels at supporting, mentoring, and empowering team members.
- Experience with many areas of game development, including UI, UX, text, audio, marketing, localisation, modding, and multiplayer.
- Heavy career focus on tutorialisation and player experience.
- Strong work ethic, yet finds the fun in everything.

PROJECT HISTORY

All work experience earned at Creative Assembly, 2004 – present.

2023	*Total War: Pharoah*	2013	*Total War: Rome II*
2022	*Total War: Warhammer 3*	2012	*Total War: Shogun 2 – Fall of the Samurai*
2020	*A Total War Saga: Troy*		
2019	*Total War: Three Kingdoms*	2011	*Total War: Shogun 2*
2018	*A Total War Saga: Thrones of Britannia*	2010	*Napoleon: Total War*
		2008	*Viking: Battle for Asgard*
2017	*Total War: Warhammer 2*	2005	*Spartan: Total Warrior*
2016	*Total War: Warhammer*	2004	*Rome: Total War*
2015	*Total War: Attila*		

CAREER HIGHLIGHTS

- Leading creator of scripted content in Lua for the *Total War* franchise.
- Responsible for the design and implementation of multiple tutorial campaigns, most notably for *Rome II* where an expensive press event was pivoted at short notice to show off the prologue campaign instead of the main game mode as it better reflected final quality at that stage of development.
- Built and maintained a Lua scripting library over multiple projects to assist with the creation of game scripts. This library now runs to over 90K lines of script.
- Built and maintained a system to generate documentation for script interfaces that other designers rely on extensively.
- Written hundreds of thousands of words over multiple projects for documentation or for inclusion in the game, including voiceover scripts for Brian Blessed and Mark Strong.
- Contributed extensively to game code in C++ to expose functionality for design.
- Provided extensive technical support, leadership and reviews to dozens of designers over many projects.
- Made connections within the mod community and provided direct support to modders.
- Worked on, and appeared on, the *Time Commanders* television programme which used the *Total War* engine.