

WILLIAM BEAVEN

Game Designer

– Gameplay – Level – UI/UX –

Driven designer always pushing skill limits and growing experience.

Education

Academy of Interactive Entertainment

- Diploma of Screen and Media
- Advanced Diploma of Professional Game Development

Skills

- Game Design & Production
- Project Management
- Agile Development
- Source Control
- Level Design
- UX/UI Design
- QA Testing
- Design Documentation
- Unity Engine
- C#

Experience

Level Design - *Feywild, Train to Teasan*

- Created complex puzzle levels
- UX focused layouts
- Designed large levels with affordance & flow

Mechanics/Gameplay - *Feywild, TtT*

- Designed mechanics that utilised synergy
- Created gameplay focused on realising client's requirements

UX/UI - *Feywild, TtT*

- Designed with intent and proper user flow
- Utilised Gestalt principles
- Implemented feedback

QA Testing - *Feywild, TtT*

- Held numerous testing sessions
- Formatted feedback in charts
- Implemented changes

Project Management - *TtT, Primitive Resentment*

- Led team of 5
- Designed gameplay & systems
- Planned workload & scope

Contact

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